

PRIMA'S OFFICIAL STRATEGY GUIDE

Stats and details for all
47 HAUNTERS

Ghost Master®



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Ghost Master

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Ghost Master®



Phase I: Welcome to the Mortal Realms

Congratulations on your decision to requisition the Ghost Master's Field Guide to Gravenville! While other Ghost Masters are rushing off into the field unprepared, you will be armed with the latest intelligence from the Bureau of Astral Affairs, the Haunter Committee's elite intelligence-gathering organization and strategic think tank. And thanks to the Department of Clairvoyance, the Bureau can advise you on all aspects of your haunting campaign before you encounter them. Forewarned is forearmed in the mortal realms.



Begin by reviewing "Chapter 1: Rookie Guide to Haunting" before proceeding to your formal tutorial in "Chapter 2: Haunting 101." "Chapter 4: Veteran Guide to Haunting" leads you through advanced techniques that will help you complete Phase I of the Gravenville Hauntings. May your hauntings strike terror into the hearts of the mortals and your Plasm never run dry!

Chapter 1:

Rookie Guide to Haunting

The Briefing

Every haunting begins with a briefing, describing your objectives and background about the mortal realms you are about to enter. Listen carefully to the briefing, but remember that the key objectives are summarized when you begin the haunting itself.

Haunting Team

Before you begin to haunt, you must select a team of haunters. This decision is an important part of a Ghost Master's strategy. Familiarize yourself with all the ghosts you can use by testing them in the field whenever possible—only then can you make the best choices. The Bureau suggests possible teams in the strategy sections of this field guide.

When you first start haunting, it's difficult to choose the right team, so Rookie Ghost Masters should rely on the "Recommend" option on the Team Selection screen to provide an adequate team.



NOTE

Tyrannical Ghost Masters are often taken by surprise when they work for the Haunter Committee. You cannot take direct control of any of your hauntings—instead you give them orders and they implement your wishes to the best of their ability. Remember that not all hauntings are smart, and many have short attention spans.

Don't expect untrained ghosts to display the same degree of intelligence you have acquired—if they were that good, they'd be Ghost Masters instead of serving on your team. Hauntings' skills improve the more you work with them, however.





PRIMA'S OFFICIAL STRATEGY GUIDE

Terror

When you first learn to scare mortals, you are most interested in one particular aspect of their state of being: their Terror. This appears as a red bar in the Mortal Pack. The Mortal Pack, displayed in the top right when you are in the mortal realms, shows all the mortals present in a haunting and is a useful source of information.

The Mortal Pack lets you know which humans are present.

Terror is vitally important for two reasons:

1. When a mortal is sufficiently terrified, he or she flees the haunting.
2. When mortals feel afraid, they generate an astral field known as Plasm. You use this Plasm to supply power to your ghosts, thus allowing them to use their powers.



You need to know which of your hauntings' powers cause Terror in the mortals. This is discussed for certain hauntings in the following "Pool Hauntings" section. Refer to Chapter 22: Powers for detailed descriptions of the powers.

As a Rookie, most of your hauntings focus on causing all the mortals to flee. Terror is the key to this objective.



TIP

Spot which powers are causing Terror by looking for a red aura around a mortal when they are affected by a power. The name of the power appears above the haunter, so you can learn by observation which powers are a good source of Terror.



Chapter 1: Rookie Guide to Haunting

Willpower

The bars representing a mortal's state of mind include a white section that represents the mortal's Willpower. As a Rookie, consider this a fixed target: fill the Terror bar such that the white portion is full, or so that red spills out over the end, and it's only a matter of time before the mortal snaps and flees.

Belief

Belief is shown by the blue bar. Mortals with low Belief are skeptics with little belief in the supernatural. This arrogant ignorance protects them from Terror effects, making them very hard to scare.

The secret to dealing with skeptics is to hit them with powers that cause Belief. We discuss this in the "Pool Haunters" section, and in more detail in Chapter 22: Powers.

TIP



A blue aura surrounding a mortal tells you that a power is causing Belief.



This mortal's short Belief bar shows his stubbornly closed mind. Terror effects do not greatly affect such a mortal, and therefore more Belief effects are required.



This mortal has a reasonably long blue Belief bar, so she already believes in the power of the supernatural. Such a mortal offers very little resistance to Terror effects.





NOTE

The yellow-orange bar and aura correspond to Madness. As a Rookie, you needn't worry about this aspect of mortal mental state. We examine it in detail later.

Plasm

It is vital to the continuing existence of the Haunter Committee that mortals remain afraid of ghosts. When mortals experience fear, they produce a kind of astral power supply known as Plasm. This Plasm allows haunters to operate in the mortal realms, and it charges all their powers. The recent state of denial that has descended upon the mortal realms is the main reason that the Haunter Committee is now more active than it was in the past—the Plasm must flow.

When you are haunting, you can see the Plasm being produced by the mortals in the Plasm bar, which lights up in dark green.



When haunters are using Plasm, part of the Plasm bar is shown in bright green—this is the amount of Plasm the ghosts are currently using.

The numbers by the bar show the amount of

Plasm being used and the total Plasm that scared mortals are producing. Plasm is measured in units known as pholts, with one pholt of Plasm defined as 10 percent of the Plasm required to keep an Elemental in the mortal realms. The Bureau keeps the model pholt in a secret location in the astral realms.



There is a limit to the amount of Plasm that can be channeled from a haunting related to the number of mortals present in a haunting. You can get up to 1,200 pholts in most hauntings, but the limit may be lower if there are fewer than 20 mortals.

Chapter 1: Rookie Guide to Haunting



NOTE

You do not “spend” Plasm in the way that mortals spend money, rather you build up a charge of Plasm and then use it to fuel your haunter’s powers. If you have 100 Plasm and you use 60 Plasm to power up Shivers to Plasm Band 4, you still have 100 Plasm—you are just channeling 60 of it to Shivers. You also have 40 Plasm that you can channel to other ghosts, if you wish.

fetters

Haunters must be bound to a fetter, something to bond to, to exist in the mortal realms, therefore you should learn to spot fetters in the world. A fetter lights up if you point to it, and becomes highlighted if you have selected a particular ghost from the Haunter Pack (in the top left).

Learn which types of fetter your ghosts will bind to. Knowing who can be placed where is invaluable when positioning your haunters for maximum chaos.

To bind a ghost to a fetter, select “Bind” from that haunter’s menu, then click on the fetter you wish to bind them to.

OBJECT FETTERS

Object fetters are a common type of fetter and include Emotional, Electrical, and Violence fetters, as well as elemental fetters such as Air and Earth. Some object fetters can be of multiple types.



CAUTION

You may bind only one haunter to each object fetter at any given time.



AREA FETTERS

Area fetters may be rooms in a house, paths, or just patches of ground outside. Any number of ghosts can be bound to the same area fetter.





When you select a ghost that binds to an area fetter (such as Boo, who binds Inside), the legitimate areas are highlighted.

When you have selected a ghost that binds to an area fetter, the area fetter you are pointing at lights up.

OTHER FETTERS

You also encounter other kinds of fetters, such as Children, who are the fetters for poltergeists.

You will learn more about these later.

Plasm Bands

When you channel Plasm to a haunter, the Plasm charges up the haunter's powers. The more Plasm you supply, the more powerful abilities the haunter can charge up and use. Set the Plasm Band for a haunter by clicking on "Powers" in that haunter's menu. You then see a list of powers in order of Plasm Band, and clicking on a band sets the Plasm supply to that ghost. The required pholtage is shown at the bottom in green.



TIP

If you click on a Plasm Band for which you don't have enough Plasm, the Plasm cost is shown in red.

Also note that it costs Plasm to keep a ghost in the mortal realms. A haunter at Band 0 is using exactly this amount of Plasm, and therefore cannot use any of its powers. Use Band 0 to effectively disable a ghost's haunting abilities, should you need to. Note also that the ghost uses this Plasm only when it is bound to a fitter.



NOTE

When you charge up a haunter to a certain Plasm Band by supplying Plasm, it can use all the powers up to that band. For example, if you put Clatterclaws on Band 4 (which requires 15 pholts of Plasm) she can use Scattered Swarm, Creepers, and Hide & Seek. Which powers she chooses to use, and when she chooses to use them, are then up to her.

Chapter 1: Rookie Guide to Haunting

Recharge and Continuous Powers

Some powers can be used continuously if a sufficient pholtage of Plasm is supplied. These are known as continuous powers. All other powers are considered recharge powers, and after they have been used, it takes a while before they can be used again. The bar to the right of a power shows when it is recharging.



Learn more about recharge times in Chapter 22: Powers.



NOTE

A ghost may use only one recharge power at any given time, and one continuous power. However, it may use a continuous power and a recharge power simultaneously.

The Pool Haunters

When you begin the Gravenville Hauntings, the Haunter Committee has assigned a handful of ghosts to your pool. You gradually expand your pool of haunters by recruiting restless spirits (see following), but you always have these original ghosts, provided there is a fetter in the current haunting they can bind to.

Notice that in *Haunting 101*, for instance, Ghastly cannot be selected. There are no Violence fitters in the Sorority House, and therefore Ghastly would be no use in that particular haunting. Don't worry—you'll stretch his ectoplasm elsewhere.

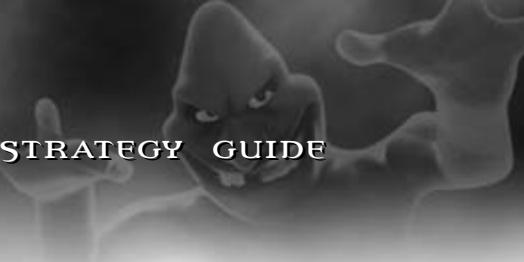
As a Rookie, certain haunters are of particular interest to you, and these are described in the sidebars.

Learn more about haunters in Chapter 21: Haunter Digest, which describes the different families of haunters and lists the most recent information about the haunters available for use in the Gravenville area.

Tactical Positioning

The basic skill a Rookie Ghost Master needs to learn is tactical positioning. Put simply, where you choose to bind your ghosts determines how effectively they can use their powers. For example, consider binding Cogjammer in a kitchen, because most kitchens contain many electrical appliances and Gremlin powers affect electrical objects.





Avoid binding to areas that mortals do not pass through. You want the mortals to spend as much time in the same location as your ghosts as possible, so large rooms and long corridors are good places to fetter ghosts. Avoid small rooms and places that mortals do not like to visit.

If you watch how mortals react, you may be able to improve the tactical position of your ghosts. Do mortals often run to a certain place? They may feel safe there. If so, position a haunter somewhere en route.

It costs you nothing to move a ghost from one fetter to another, although if they are in the middle of using a power, it may cancel that power effect. Just click on that haunter's icon, select "Bind," and choose a new fetter. (If they are already bound, they remain bound to their old fetter until you select a new one). You can constantly adjust their positions for maximum benefit.



CAUTION

Just because it's easy to move ghosts doesn't mean you should do it willy-nilly. It takes a ghost a moment to orient itself when you bind it to a new fetter, so trying to ambush a moving mortal proves difficult. You must anticipate where the mortal is going and place the ghost ahead of him or her.

Mortal Behavior

Ghost Masters who were never mortal may not be familiar with the amusing habits of these strange creatures. Something about being mortal makes them very dimwitted and gullible, and it can be easy to believe in the superiority of the dead. Do not be lulled into a false sense of security, however, as mortals can be devilishly tricky. Just when you've set up your perfect arrangement of haunters in the field, guaranteed to drive a mortal to flee, they decide that they are too scared to go into the places where you want them.

Experience will teach you what works on mortals, but in the meantime, here are a few pointers:

- When they are not badly scared, most mortals will investigate unusual noises. Use this to your advantage. Boo's Rattle Chains, for instance, is a good way of attracting the attention of relatively calm mortals.
- If a mortal hides in a room, encourage him or her to leave. A haunter such as Clatterclaws that can bind anywhere indoors is invaluable in persuading a mortal to move on.



Chapter 1: Rookie Guide to Haunting

- Sometimes, mortals enter a state of denial. They often remain in one place and try to ignore what's going on around them. They find this state of mind hard to maintain if you drop spiders on their heads, manifest ghosts in front of their eyes, or otherwise give them a firsthand taste of astral power.

Restless Spirits

Although securing the long-term Plasm supply is the main objective of the Haunter Committee's operations, it's not the only goal. Recruiting new ghosts is another important task facing Ghost Masters. Most places you visit in the mortal realms have restless spirits who have become trapped. Some spirits are chained to the world by an unresolved aspect of their death, while others have become trapped by carelessness (Elementals are particularly accident prone).

Talking to the restless spirits gives you an idea of their plight, but the strategy guides to the various Gravenville Hauntings contain complete plans for freeing restless spirits and adding them to your team. Use these tips if you cannot come up with a suitable plan on your own.

Look at the Haunter Pack to tell how many restless spirits are in a haunting: each restless spirit is represented by a silhouette at the bottom of the pack (*Haunting 101* contains just one restless spirit: Weatherwitch). After you have spoken to a restless spirit (do so by clicking on it) its icon changes to a shaded-out image. From now on you can access that haunter's menu by clicking on its icon, just as you would any other member of your team.

Though restless spirits are trapped on the mortal planes and cannot be moved, they can still use their powers if instructed to. When you lay them to rest, their icon changes to a normal haunter icon, and the ghost can be treated as a new member of your team.



TIP

The team you bring into a haunting may not have the abilities to rescue a restless spirit—you may have to try again with a different set of ghosts to succeed.

Phase I Plan of Attack

Phase I of the Gravenville Hauntings consists of your training. Proceed to *Haunting 101* where you receive basic field training. Just select the recommended team and choose "Go Haunt" to begin your training.



If you do not feel you require the field training, choose your own team, in which case the tutor returns to the darkest depths of astral space and you are on your own.

BOO (spook)

Boo, like all Spooks, can be bound to any room of a house. He is Plasm-cheap, but not powerful. It takes 10 pholts of Plasm to keep a Spook in the mortal realms, and 40 pholts to fully power one to Band 6. Boo's most useful powers initially are:

- **Rattle Chains (Band 2):** This is a Noise power that's used to attract the attention of mortals to a particular location. Because Boo can be bound anywhere Inside, use Boo to encourage mortals to investigate an area.
- **Hide & Seek (Band 4):** This Pursuit power allows Boo to scare mortals a few times and is a useful way of causing Terror.
- **Kinesis (Band 6):** Like most Telekinetic powers, Kinesis is a good source of Belief, but it's a reasonable source of Terror too. Additionally, Kinesis can be a way of smashing things that need breaking.



Clatterclaws (horde)

Clatterclaws is a Horde, a type of vortex in the raw Plasm caused by the unnatural death of mortal animals. Each Horde corresponds to a particular type of creature, in this case spiders. For some reason, certain mortals seem to be deathly afraid of cute little arachnids, and as a result, Clatterclaws binds to any room of a house. Hordes use about half the Plasm of Spooks: it requires 5 pholts to keep a Horde in the mortal realms, and 20 pholts to charge Clatterclaws to Band 6. Her most useful initial powers include:



Chapter 1: Rookie Guide to Haunting

- **Scattered Swarm (Band 2):** This creates a small swarm of spiders, which creates Terror in mortals.
- **Hide & Seek (Band 4):** This is the same Pursuit power that Boo has, but when Clatterclaws uses it, spiders chase mortals briefly. It's another good source of Terror.
- **Swarm Strike (Band 5):** A short, sharp shock that leaves the mortal feeling chased, this power also causes a small amount of Madness. We'll talk more of the frailty of mortal sanity in the future.

shivers (phantom)

Phantoms are a family of hauntings in the class known as Frighteners. These cost more Plasm to empower than most other ghosts, but offer more effective powers in return. Phantoms such as Shivers require 20 pholts of Plasm to maintain a presence in the mortal realms, and 240 to charge them to Band 9, which is their top band.



Binding to Emotional fetters, Shivers is versatile, but you are restricted as to where you can place him. Look for Emotional fetters and consider if they would be a good place for a Phantom to lie in wait. Shivers' powers include:

- **Fright (Band 2):** This is a straightforward, low band Terror power.
- **Numb (Band 5):** This gives a decent Terror hit and recharges quickly so it can be used often.
- **TK Storm (Band 9):** This is the most powerful Telekinetic move and a great source of both Belief and Terror. It also has a destructive effect, for when you need to smash things.



cogjammer (Gremlin)

Gremlins like Cogjammer are Sprites, a class of haunter that includes Hordes, Wisps, and Gremlins. It takes 40 pholts to get a Gremlin to its highest Plasm Band (Band 8). Cogjammer is particularly useful in screwing up electrical equipment (he especially likes microwaves).



- **Spark (Band 2):** *This basic Electrical power affects an Electrical fetter that Cogjammer is bound to, causing a small amount of Terror in mortals who witness it and disabling some electrical appliances.*
- **Strange Behavior (Band 4):** *This also affects the Electrical fetter Cogjammer is bound to, causing it to behave in odd ways. This is a good way of building Belief in mortals and is as effective at damaging electrical systems as Spark. Cogjammer's Wild & Crazy power is just like Strange Behavior, but it affects all electrical appliances in the area, which makes it more effective at building Belief.*
- **Jinx (Band 5):** *Jinxed mortals become unlucky: they may electrocute themselves or drop objects, and they consistently perform badly at games involving luck. Being jinxed helps build that mortal's Belief, as well as being fun to watch.*

The thundercloud over a mortal's head indicates a jinx.



Chapter 2: Haunting 101

Setting:	Sorority House
Objective:	Empty Sorority House
Restless Spirits:	One (Weatherwitch)
Difficulty:	Trivial
Team Size:	4 Haunters



Because this is your first foray into the mortal realms, you have been assigned a tutor to lend assistance. Just take the recommended team, and the tutor will guide you through the basics of haunting. This tutorial is recommended, but some headstrong Ghost Masters will inevitably try to go it alone.

Haunting Team

The Haunter Committee's recommended team is as follows:

- *Cogjammer*
- *Clatterclaws*
- *Boo*
- *Shivers*

The recommended team for this scenario is a solid choice, although you do not necessarily need Boo. You can (at your discretion, and assuming you don't want the tutor's instructions) substitute an Elemental for Boo. If this is your first time in the field, take the recommended team and heed the tutor's instructions!



TIP

If you wish to play with the recommended team (*Boo*, *Clatterclaws*, *Cogjammer*, and *Shivers*) but do not want to listen to the tutor's advice, select this team manually from the Team Selection screen. If you don't press the "Recommend" button, you aren't assigned a tutor.

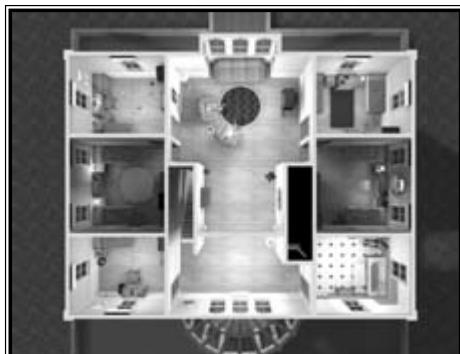
The Haunting Site



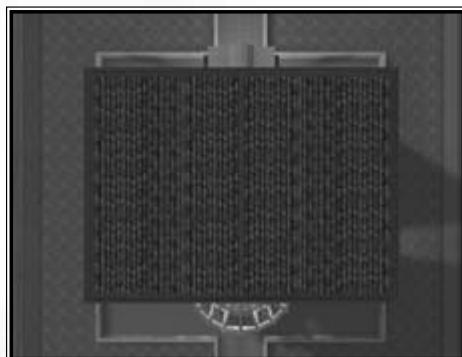
The Sorority House basement is unimportant in *Haunting 101*. Should a mortal flee to the basement, Inside-fetter haunters (Hordes and Spooks) can scare them to the other floors of the house.



The main lounge area of the first floor of the Sorority House is an excellent room for haunting. The rug (an Emotional fetter) is perfect for Phantoms, and the electrical devices provide fetters for Gremlins. Elsewhere, the kitchen is packed with electrical gadgets.

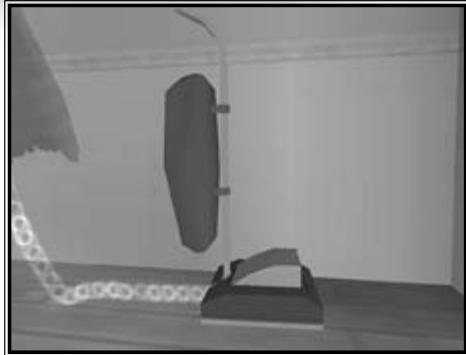


The upstairs region has a scattering of specific fetters, but in general it's best to force mortals downstairs using Inside-fetter haunters such as Hordes.



No specific fetters exist outside, so guard duties are best performed by Outside or Thoroughfare fettering haunters. Large patches of ground also provide some Earth fetters.

Chapter 2: Haunting 101



FRAGILE OBJECTS

The following objects can be destroyed using appropriate damage effects:

- **Vacuum Cleaner (1 point of Machine damage):** *This old vacuum cleaner breaks relatively easily.*

The Mortals

Name	Bio
Nancy Schachter	Nancy is eminently forgettable and scared of anything with more than four legs.
Blair Whelchel	Blair is a spoiled brat and hopelessly self-centered.
Karen Fuller	Even a fake plastic spider would make her faint; Karen hates to be left alone.
Natalie Cohn	Natalie's enthusiasm exceeds her Willpower. She hates the dark.
Dorothy "Tootie" Cohn	Tootie is somewhat naïve and yearns to be a guest on <i>Hollywood Polygons</i> .
Joanna Fields	Jo is a bit of a tomboy and can get very aggressive, but she can't stand the sight of blood.
Cindy Haddock	Cindy has a highly skeptical mind and is spooked by loud noises.

DOROTHY “TOOTIE” COHN

This sorority girl is unremarkable, but she is a sleepy creature. You may have to give her special attention to ensure that she is awake for the fun and carnage to come.





PRIMA'S OFFICIAL STRATEGY GUIDE



Strategic Plan

INITIAL PLASM

The sorority girls sense that something is amiss, but they have no concept of the full horror of your arrival in the mortal realms.

Mean Terror: 3.1 percent

Starting Plasm: 100

MAIN OBJECTIVES

If you are working with the tutor, you're guided through the haunting. If not, immediately plow into this scenario and start haunting. If you have any problems, try the haunting again with the tutor.

Wake Tootie

Dorothy "Tootie" Cohn is asleep in her room on the upper floor of the Sorority House. Any sufficient commotion will wake her, and if you haunt elsewhere, the screams of her sorority sisters may rouse her. If she refuses to wake up, put Clatterclaws and Boo in her room and let them use all their powers. She won't stay asleep for long!

Empty Sorority House

Any number of strategies will work, but the following general plan is effective:

1. Start by using Clatterclaws. Many of the girls are particularly scared by spiders, and therefore using your Horde is a good way to get the Plasm flowing.
2. Bind Shivers to an Emotional fetter in the downstairs living room. This is the most central place for your Phantom, and the sorority girls pass through here often. Put him on at least Band 5 (Numb).
3. Use Cogjammer to lay Weatherwitch to rest (see sidebar).



Chapter 2: Haunting 101

4. Use Boo's Rattle Chains to draw mortals toward the downstairs living room, or if all the girls are downstairs, place him upstairs so any attracted girls have to pass through the living room.
5. If any sorority girl hides in a room, use Clatterclaws to flush her out.
6. If Tootie hasn't woken up by the natural noise and chaos of your haunting, turn your attention to her after a few of the girls have fled.
7. Bind Weatherwitch by the back door (or wherever most of the sorority girls are hiding). Use her Thunderclap to keep the girls moving and to make outside a less desirable place to be.
8. Keep up a steady pressure and everyone eventually will flee.

GOAL SCORES

Mortals Fled: 50,000 for 7 of 7 mortals fled

Restless Spirits: 10,000 for Weatherwitch

weatherwitch (banshee)

This weather spirit has become trapped in the sorority girl's vacuum cleaner. Breaking the vacuum cleaner frees her and allows her to be laid to rest. The simplest solution is:

1. Bind Cogjammer to the stereo on the shelf near the vacuum cleaner.
2. Put him on Band 7 (Wild & Crazy). This causes all electrical equipment in the area to malfunction, and puts the vacuum cleaner out of action, laying Weatherwitch to rest.



Weatherwitch is a Banshee, which is part of the class of hauntings known as Vapors. It takes 15 pholts of Plasm to get a Vapour into the mortal realms and 200 to put Weatherwitch on Band 9 (her highest band). She binds to Thoroughfares, that is, paths and corridors. Among her more interesting powers are:

- **Gusts (Band 4):** This is a Wind power—learn about these in the "Veteran Guide to Haunting."
- **Thunderclap (Band 5):** This Noise power produces a small Terror hit. When used outside, it encourages mortals to go inside, perhaps because the sound makes them fear inclement weather.
- **Siren Song (Band 8):** If you want to draw some mortals to where Weatherwitch is bound, this power does the trick.

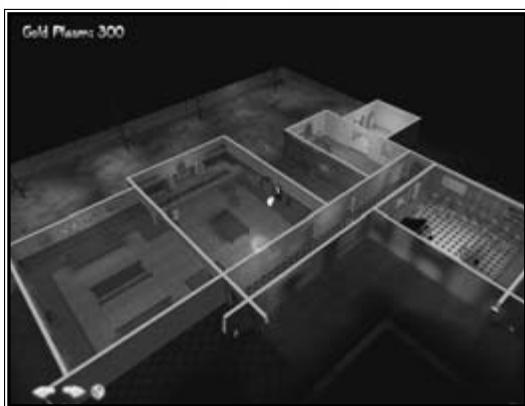
Chapter 3: Between Hauntings

The Ghoul Room



Every haunting campaign has a base of operations—the place where infiltration of the mortal realms begins. For the Gravenville Hauntings, this is an abandoned educational establishment at the heart of town. A ouija board opened the dimensional door, and now your hauntings can rest there between hauntings. This entry point into the mortal realms produces enough Plasm to bind your ghosts without you having to supply Plasm to them.

Access this location between hauntings to spend your Gold Plasm on teaching new powers to your hauntings. Some hauntings have termed the base of operations "The Ghoul Room," and the term has stuck.



When you are in the Ghoul Room, click on any haunter to teach new powers, check which orders it can learn, and view its Epitaph. Your hauntings are always in the same place, to make it easier for you to find them.

GOLD PLASM

After a haunting concludes, the Plasm must be harvested before it fades. The stable form of psychic energy you can mine from a completed haunting is called Gold Plasm, and it's the main currency within the Haunter Committee.

The act of harvesting Plasm and refining it into Gold Plasm is carried out by the Plasm Miners of the Spectral Treasury, headed by the notorious Water

Chapter 3: Between Hauntings

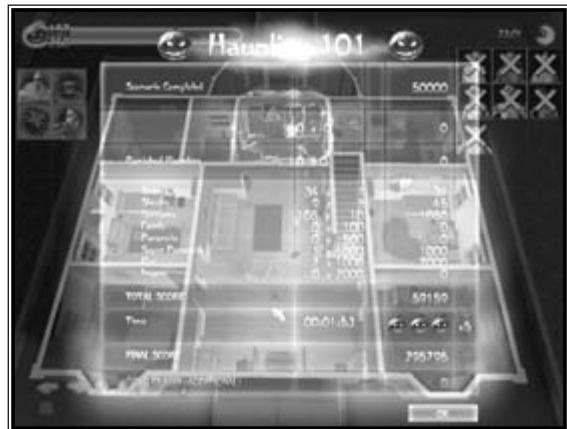
Elemental Scargills and the Singing Specter, Loretta Lynchmob (who famously sang about being a Plasm Miner's daughter). The standard unit of measure for Gold Plasm is also called a "Gold Plasm" or GP.

You are awarded Gold Plasm at the end of each haunting. Use this to pay for training powers to enhance your pool of haunters.

SCARES

The Haunter Committee grades every haunting using standardized points known as Scares. This Scare total is composed of the following:

- *Goals Completed*
- *Haunters Laid to Rest*
- *Haunters Lost (i.e. banished; negative Scare)*
- *Performance-Related Scare*
- *Pumpkin Multiplier*



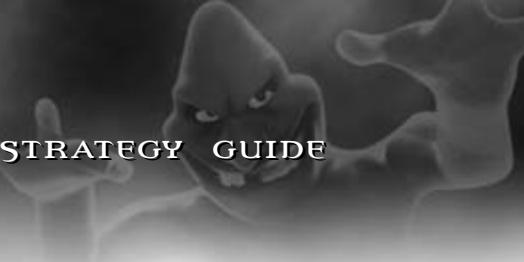
For each 1,000 points of Scare, 1 Gold Plasm is awarded.

Basic Scare

The Scares for the first three components depend on the scenario's difficulty, as follows:

Difficulty	Goals (Total for All Goals Completed)	Each Haunter Laid to Rest	Each Haunter Banished or Self-Dispelled
Trivial	50,000	10,000	-5,000
Easy	100,000	25,000	-10,000
Average	250,000	75,000	-25,000
Challenging	500,000	150,000	-50,000
Difficult	1,000,000	300,000	-100,000

You get a Scare total only if you succeed in your haunting. If you fail, the Haunter Committee does not tally your results, and no Gold Plasm is awarded.



Performance Scares

Different points are awarded for the player's performance in the haunting:

Performance Component	Condition	Scares
Scares	Every time a mortal suffers any amount of Terror or is made Uneasy, it's worth 1 Scare	1 point
Shocks	Every time a mortal experiences any amount of Belief, it's worth 1 Shock	5 points
Screams	Every time a mortal screams is worth 1 Scream	10 points
Faints	Every time a mortal faints is worth 1 Faint	100 points each
Paranoia	Hitting a mortal with what he is afraid of is worth 1 Paranoia	500 points each
Super Paranoia	Hitting a mortal with what she is most afraid of is worth 1 Super Paranoia	1,000 points each
Flees	Every time a mortal flees is worth 1 Flee	1,000 points each
Insanes	Every time a mortal is driven insane is worth 1 Insane	2,000 points each

PUMPKIN RATINGS

View your highest Scare totals and Pumpkin ratings in the High Scare table. In addition to the point score, the Scares are multiplied by a Pumpkin rating:

Rating	Multiplier	Notes
None	None	Scenario completed
Single Pumpkin	x2	Completed within the target time
Double Pumpkin	x3	Completed within faster target time
Triple Pumpkin	x5	Completed within fastest target time



Chapter 3: Between Hauntings

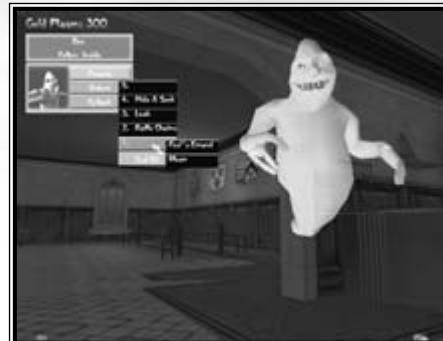
Teaching Powers

Every haunter can learn a power for every Plasm Band (often from a choice of two different powers). At the Ghoul Room you can spend Gold Plasm to teach new powers. Select the haunter's power menu, and its powers and possible new powers are displayed.

When you select a power to teach, its cost in Gold Plasm is shown. Click on the power, and confirm that this is the power you want.

CAUTION

After you teach a power to a haunter, you cannot undo it, so choose wisely. However, let your own tastes determine your choice of powers, because all powers have tangible uses.



The following table shows the costs in Gold Plasm for powers at various Plasm Bands:

Plasm Band	Cost to Learn
1	50 GP
2	75 GP
3	100 GP
4	250 GP
5	500 GP
6	750 GP
7	1,000 GP
8	1,500 GP
9	2,000 GP
10	2,500 GP

TIP

You can find advice on choosing powers in Chapter 21, "Haunter Digest," along with the ghosts' statistics and a list of powers they can learn.





Haunter Training Levels

Most haunters don't hit peak form until they have worked with a Ghost Master for a while. The more you use a haunter, the better trained it becomes, as reflected in its training level. The basic training levels are as follows:

Training Levels

Level	Minimum Hauntings	Maximum Hauntings	Title
0	0	0	Wild
1	1	4	Untrained
2	2	10	House-broken
3	3	18	Domesticated
4	5	28	Trained

The number of hauntings it takes for a haunter to reach a particular training level is given in the table. The minimum number applies if you used the haunter all the time in each of its hauntings, whereas it would take the maximum number of hauntings if the haunter didn't see much field time in each haunting. Your haunters increase in training level after a number of hauntings between these two extremes.

You can see the haunter's current training level in its Epitaph.



TIP

Training level determines the number of orders a haunter can remember at any given time, as well as the complexity of those orders. A Wild haunter can remember one (very simple) order, and each training level it gains increases the number of orders it can be given simultaneously by one, as well as increasing the potential complexity of those orders. Learn more about this in Chapter 23: Orders.



Chapter 3: Between Hauntings

Temporal Archives

After every successful haunting and every time you teach powers, the Temporal Archives clerks save a record of your chronal coordinates, allowing you to travel back in time to that point in your campaign, should you wish to.

You may use these “saves” to return to an earlier point in time, but it is neither necessary nor recommended. Should you wish to exercise this option, use the Load option to restore your temporal information to an earlier state. However, time travel is less fun than it seems in the brochures, and a good Ghost Master has no need of such whimsical diversions.

If you wish to return to a haunting to practice your techniques, or to recruit restless spirits you were unable to help in your first visit, the Haunter Committee sanctions the use of the Time Gate to return. This places less stress on Temporal Archives than a fully fledged trip back in time, and helps to maximize your ghosts’ field time. Learn more about the Time Gate in “Chapter 4: Veteran Guide to Haunting,” which follows.



Ghost Master®



Phase II: Easy Meat



So, you have made your first foray into the world of the mortals and returned in triumph. Your tutor has completed all your paperwork and sent you on to the next set of assignments. Now the real work begins—you must learn to anchor your Plasm, work inside the Plasm budget, master working with restless spirits, and face mortal

opponents with the power to interfere with your hauntings.

The Veteran Guide will prepare you for your next three hauntings and provide a bedrock of skills with which you can drive the mortals into hiding.

Chapter 4:

Veteran Guide to Haunting

Ghostly Presence

When you start a haunting, your very presence in the mortal realms keeps the mortals on edge. This ghostly presence prevents mortals from calming down—but only until a power is used. Therefore make good use of time before you bind your first ghost to recon the haunting and plan your tactics.

When you first enter a haunting, you should perform the following actions:

- **Recon the haunting:** Take your time to look around the haunting. Note the locations of key fetters, and consider how to best use them with your current team.
- **Watch the mortals:** Keep an eye on the mortals as you recon. Where do they go? Where are the main groups of mortals located?
- **Identify Skeptics:** Examine the mortals using the Mortal Pack and see who has a low Belief. Hit these mortals with Belief powers. (Many Ghost Masters prefer to look for skeptics after they have anchored their Plasm—see below).
- **Talk to Restless Spirits:** It's better to know the situation for each of the restless spirits before you begin to haunt. Seek out each restless spirit and click on it so that its silhouette icon changes to the shaded-out icon. Consider what you might do to lay it to rest.

When you are ready, bind your first ghost, set its Plasm Band, and let the carnage commence.

Calming Down

Once a power has been used, your ghostly presence no longer keeps the mortals on edge and they may begin to calm down. This lowers their Terror, which in turn lowers your available Plasm—putting your haunting in jeopardy.

As long as you keep hitting mortals with powers, they can't calm down; therefore don't start off with just a single haunter. Mortals move around, and you need to keep hitting them with powers to avoid losing valuable Terror.

You're better off starting to haunt with a few low-cost haunters (Sprites and Disturbances) rather than one powerful haunter—although a strategic first strike is important.

Calming is a major problem. If you take a slow or wimpy approach to haunting, you must do twice the work to achieve the same result. Start every haunting with a blitzkrieg to hit the mortals repeatedly with Terror and thus give you a reasonable amount of Plasm to play with.



TIP

First strikes can be a good way to get the ball rolling: find a haunter in your team with good Terror powers for which you have sufficient Plasm. Bind this haunter in a location with several mortals, and use the power to give a big boost to Terror.

Once this is done, bench your first-strike haunter and deploy a team of cheaper haunters to cover a wider area (or if you have sufficient Plasm, leave your first striker in place and support it with Plasm-cheap haunters).

Plasm Alerts

Because calming causes Plasm to drop, it can bring your total available Plasm below the amount you are channeling to haunters. When this happens, the Plasm bar turns red and a Plasm Alert begins—signified by the alarm sound.



using a lot of Plasm to charge a particular power (say, Shivers is at Band 9 so that he can use TK Storm) drop it to a lower Plasm Band and save a lot of Plasm.

Act fast and act decisively to resolve your problem.

Once you have the Plasm under control, get the Plasm flowing again. A Plasm Alert means you were doing something wrong. Some danger signs to look for are:

- *Do you have too many haunters in the field? Be patient about introducing new ghosts when Plasm is tight—expand only when you have plenty of Plasm.*
- *Are some of your haunters positioned where there are no mortals? In the early stages of haunting you cannot afford to put a haunter where it won't hit mortals with Terror powers.*

Whenever this happens, cut the Plasm you are using by:

- *Lowering the Plasm Bands of the ghosts you have in the field.*
- *Benching haunters (use the "Bench" option on a haunter's menu to return it to your pack).*

Which you do depends on circumstances. If a particular ghost is not needed, bench it. If one of your ghosts is

Chapter 4: Veteran Guide to Haunting

- Is one of your haunters not building Terror? For example, if you have Boo in the field on Band 2, he may be attracting mortal attention with his Rattle Chains power, but he is unlikely to be building Plasm. Either ramp him up to Band 4 (where his Hide & Seek power can build Terror), place him near another haunter so they can work together, or remove him from the field and bring in someone else.

The more skilled you get at haunting, the less frequently you will hear the Plasm Alarm, as you avoid situations that cause you to become overextended.



TIP

Plasm Bands 7, 8, 9, and 10 cost significantly more than Bands 1–6. For example, a Horror (e.g., Specters such as Ghastly) uses 25 pholts of Plasm to exist in the world, 50 to reach Band 2, 75 to reach Band 4, and 100 pholts to reach Band 6. However, Band 7 requires 150 pholts (50 percent more), Band 8 requires 200 pholts (100 percent more than Band 6), and Band 9 requires 300 pholts (200 percent more than Band 6).

Because of this, bringing powerful haunters to a Plasm Band below Band 7 can save a lot of Plasm without forcing you to bench a haunter.

Anchoring Plasm: The first flee

Almost every haunting requires you to anchor the Plasm if you are to have any freedom to complete objectives and lay to rest the restless spirits. Fortunately, there is a simple and convenient method to do this: causing a mortal to flee. Even after a mortal flees a haunting, the residue of his or her Terror remains for weeks. This echo of fright provides Plasm equivalent to a mortal with 75 Terror, and you receive this extra Plasm for the duration of your haunting.

Once you have set your ghosts to work, look at the mortal's state of mind by using the Mortal Pack. Try to spot a mortal whose Terror is high (and whose Belief is also high) and single him out for special treatment. Follow him around the haunting (the "Go To" menu option helps) and make sure he hits something scary at every turn.

Once the first flee has occurred, you're free to turn your attention to more subtle endeavors, secure in the knowledge that you always have some Plasm.



TIP

The amount of Plasm the first flee supplies varies according to the number of mortals present. If 1 of 5 mortals flees, it produces a far scarier environment than when 1 of 30 mortals has.

Your first flee is worth around 200 pholts of Plasm if there are about 5 mortals in a haunting, about 165 pholts if there are about 10 mortals, about 100 for around 20 mortals, and closer to 80 for when there are approximately 30 mortals. You always have at least this Plasm for the rest of the haunting. (It doesn't mean that your Plasm goes up by this amount, however, as that mortal was producing Plasm prior to her screaming departure.)

Flees beyond the first are worth less.

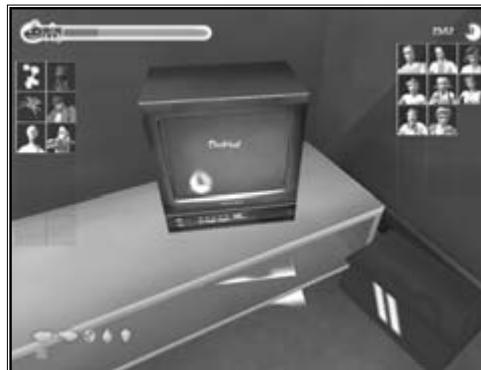
Understanding fitters

You've already learned to identify a fetter, but a little more knowledge goes a long way toward improving your techniques. Each of the following sections discusses a type of fetter, and the families of haunter that can be bound to that fetter type.

BASIC OBJECT FETTERS

- **Electrical:** Gremlin, Wraith, Fire Elemental
- **Mirror:** Fetch
- **Corpse:** Mane, Wight

The most important basic object fetter to a Veteran Ghost Master is Electrical, although Corpse fitters prove useful once a Mane is recruited. You won't encounter Fetches and Wights until later in the Gravenville Hauntings.



Chapter 4: Veteran Guide to Haunting

ELEMENTAL OBJECT FETTERS

- **Fire:** Fire Elemental
- **Water:** Water Elemental
- **Earth:** Earth Elemental, Wight
- **Air:** Air Elemental

There are four basic Elemental families—Fire, Water, Earth, and Air—and a different object fetter for each. With the exception of Wights, only Elementals bind to Elemental object fitters, so you can ignore any fitters for which you do not have an Elemental of the appropriate type.

Some Elementals also bind to other fitters (e.g. Fire Elementals can also bind to Electrical fitters).



NOTE

An object is suitable as an Air fetter only if it contains trapped air, such as a car tire, a balloon, or an oxygen tank.

PSYCHIC OBJECT FETTERS

- **Emotional:** Phantom
- **Violence:** Specter
- **Murder:** Apparition, Shadow, Wraith

The most powerful haunters are often bound to a psychic object fetter of some kind. The three types of psychic fetter are closely related. Every Murder fetter, for instance, is also a Violence and Emotional fetter, and every Violence fetter is also an Emotional fetter.

As a result, Phantoms (which bind to Emotional fitters) are more versatile than Apparitions (which bind only to Murder fitters). If a haunting has one Murder fetter, two Violence fitters, and one Emotional fetter there are four places a Phantom can bind, but only one place (the Murder fetter) where you may bind an Apparition.



AREA FETTERS

- **Inside:** *Horde, Spook*
- **Outside:** *Horde, Wisp, Trickster, Wendigo, Air Elemental*
- **Thoroughfare:** *Banshee, Headless Horseman*

The most versatile haunters bind to an area fetter of some description. Binding Inside is a valuable fetter condition for most hauntings, but most haunters with this capacity are weak.

The ability to bind Outside is less useful in most hauntings, but you often need an outside guard (see following).

Thoroughfare is a useful fetter in that it includes corridors in houses and paths outside. Banshees can be used on both inside and outside Thoroughfares. Headless Horsemen, however, can only be bound to Thoroughfares that are outside.



NOTE

In the Horde family, different ghosts have different fettters. For example, Clatterclaws binds Inside but Scarecrow (a different Horde) binds Outside. You must learn each Horde's fetter needs individually. Get to know your Hordes, as they are useful in many different hauntings.

OTHER FETTERS

- **Child:** *Poltergeist, Trickster*
- **Sleep:** *Sandman*

In *The Calamityville Horror* you can use Whirlweird, a Poltergeist. It binds to Children, which allows Whirlweird to move around the haunting following the child (who is immune to haunting while a haunter is bound to him).

Later, you will encounter Sandmen who bind to sleeping or fainted mortals, and Fetches who bind to Mirrors.



Chapter 4: Veteran Guide to Haunting

Creating Terror Zones

By analyzing the tactical significance of the fetters in a haunting, and the movements of the mortals, you can assess the best places to bring your forces to bear. By putting a powerful ghost in a place where mortals often pass—or by putting a couple of haunters in such a place—you create a Terror Zone. You can then focus your haunting efforts on bringing mortals to that place, in the sure knowledge they will become more terrified if they enter the Terror Zone. (Some Ghost Masters prefer the irony of the term “Kill Zone,” because we are not permitted to harm mortals physically).

Every haunting suggests places to make into a Terror Zone. The following are good features to seek:

- **Reasonable Size:** *If you pick a place that is too small, mortals don't hang around long enough. A big room is generally preferable.*
- **Good Fetter Choice:** *If there are no good fetters, you end up using your Hordes and Spooks, which you may need to flush out mortals elsewhere in the haunting. Look for somewhere with at least an Emotional, Violence, or Murder fetter, and maybe an Electrical fetter too (depending on your team).*
- **Mortal Traffic:** *Mortals go to some places more than others—and many mortals go outside when things get too scary indoors. Because of this, you can anticipate that some places are better Terror Zones than others. In a building that has a living room on the way to the front door, this is likely to be a place where mortals pass through often.*

Guards

Once you have defined your Terror Zone, keep the mortals moving toward it (or at least prevent them from going where you cannot). Because of this, you should post guards. For example, if you focus your haunting on the downstairs portion of a building, place a guard at the top of the first stairwell to discourage people from going upstairs.



Because of the need for guards, have at least one haunter on your team that binds Outside. This outside guard proves invaluable when nervous mortals are running out into the cold darkness. Position your outside guard to block the main exit from the house (if you want to keep mortals inside) and be prepared to move the guard if the mortals accumulate somewhere else outside.

Manipulating Mortals

Getting mortals to do what you want (or go where you want) is a skill that must be honed to sharp perfection. The essence of what can be achieved with stubborn mortals can be boiled down to two possible actions: pushing and pulling.

PUSHING MORTALS

Pushing a mortal is about getting him or her to leave a location, or to move away from somewhere. Ways to push mortals include:

- **Terror:** Good old fashioned Terror powers are a great way to persuade mortals to leave.
- **Stench:** Several Stench powers are useful in persuading mortals to depart a location. Stink, Choking Odor, and Nausea all discourage mortals from hanging around. (Some Manes, Phantoms, and Wights can learn these powers).
- **Scary Noise:** When mortals hear a sound that scares them, they move along. Of particular note in this area are the Distant Thunder and Thunderclap powers, which cause mortals to go inside if they hear it outside. Also, Footsteps causes mortals with a high Belief (50+) to leave the room nervously.
- **Bad Weather:** Mortals do not like bad weather. This is especially effective when used outside to drive mortals inside, but you can use it indoors too with the right ghosts.



Chapter 4: Veteran Guide to Haunting

PULLING MORTALS

The ability to attract or pique the interest of mortals is invaluable. Practice the techniques described here:



- **Distant Noises:** While noises in the same location can cause a mortal to move on, a distant noise can often attract attention (especially if the mortal's Terror is low). Powers such as Moan, Rattle Chains, Laughter, Howl, Piping, and Wail can all be good distant noises to attract attention.
- **Shriek:** This power allows a haunter to copy the voice of a mortal and produce a loud scream. This often causes her compatriots to rush to her aid—leading them straight to your haunter.
- **Siren Song:** Mortals who hear this are drawn to investigate its source. The sound may also attract other mortals through their natural curiosity (the gullible fools!).
- **Attraction Powers:** The powers Intrigue, Fascinate, and Obsession can be learned by Apparitions, Wisps, and Tricksters. You can recruit an Apparition in both Weird Séance and The Calamityville Horror. See Chapter 22: Powers for the details. Intrigue works in the same and adjacent locations, Fascinate in the surrounding area, and Obsession across the entire haunting, giving mortals an attraction to the haunter's fetter.

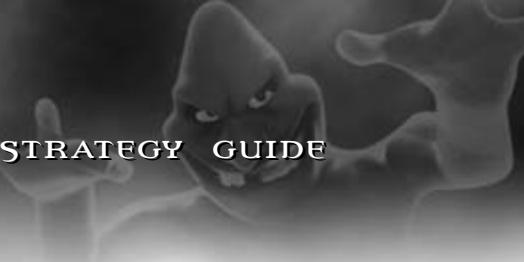
Until you acquire a Wisp or Trickster, you can use Attraction powers only from Murder fetters (because this is where Apparitions bind). If you have an Apparition on your team, the locations of Murder fetters are a major influence on how and where you set up your Terror Zones.

CAUTION

Mortals become less willing to investigate noises when they are scared. If your objectives do not involve driving mortals to flee, be careful not to “overhaunt” or you won’t be able to use Noise powers to manipulate mortals.



PRIMA'S OFFICIAL STRATEGY GUIDE



Laying to Rest

The best time to lay to rest a restless spirit is after you have anchored your Plasm and before you get to work on the main haunting objectives. At this point you have a guaranteed supply of Plasm and most of the mortals are still present. (The fewer mortals present, the harder some tasks are to perform).

The Calamityville Horror gives you excellent practice with laying ghosts to rest, as the main objectives are best achieved by laying some of the haunters present to rest. When you tackle this haunting, concentrate your efforts first upon laying some of the ghosts to rest. It's better to work on one lay-to-rest problem at a time.



TIP

You can use the powers of restless spirits before they are laid to rest by putting them on different Plasm Bands, just as you would with other ghosts. Restless spirits may not leave their fetter before they are laid to rest, but otherwise they act just like other team members. After you have talked to a spirit, you can click on its icon in the Haunter Pack to access its Powers menu.

Controlling the Weather

When you reach *Summoners Not Included*, you learn about using the weather. The three aspects to weather control are: Wind, Rain, and Temperature.

WIND

Banshees, Air Elementals, Wendigos, and Thunder Spirits all have Wind powers. Gusts (+2 wind force), Tempest (+3 wind force), and Typhoon (+5 wind force) are the basic Wind powers, and each raises the force of the wind by a fixed amount. As the wind force goes up, certain effects take place, chief of which are the damage effects:

Wind Force	Effect
0–3	No effect
4–5	1 point of Glass damage
6–7	1 point of Structural damage
8+	3 points of Structural damage



Chapter 4: Veteran Guide to Haunting



TIP

The power *Gather Winds* is a special case. By itself, it raises the wind force by 1—but when used in conjunction with *Gusts*, *Tempest*, or *Typhoon* the wind force rises by 1 each time *Gather Winds* is used. This means that using any of the other wind powers with *Gather Winds* can eventually reach any wind force (although it is faster to wade in with the more powerful Wind powers).

COLD

Poltergeists, Apparitions, Wendigos, Shadows, Specters, and Wraiths can learn Cold powers. These powers are Bitter Cold (-1 temperature), Ice Breath (-2 temperature) and Frostbite (-4 temperature). Really low temperatures sap mortals' Willpower, and all low temperatures cause 1 point of Machine damage.



HEAT

Manes, Fire Elementals, and Headless Horsemen all can learn Heat powers. Warm temperatures cause 1 point of Machine damage, and really high temperatures may cause mortals to faint (which also lowers their Willpower).



CAUTION

Heat powers cancel out the effects of Cold powers.





RAIN AND STORMS

Banshees, Water Elementals, and Thunder Spirits can learn Rain powers. The most important of these is Rain, as this combines with many other powers to make new weather conditions:

- **Raining:** The use of Rain by itself causes 2 points of Machine damage.
- **Storm:** When Rain is combined with wind force 3 or 4 a storm results. As well as the combined damages of Rain and wind force 4–5, storms can cause Terror in mortals stuck in the storm.
- **Thunderstorm:** When Rain is combined with wind force 5+ a thunderstorm results. This is even more effective than a storm at scaring mortals, and lightning strikes (which hit certain tall objects) can cause 4 points of Structural damage.
- **Snow:** When temperatures below -3 are combined with Rain, it snows, which lowers the Willpower of anyone experiencing it.
- **Blizzard:** When snow is combined with a wind force of 3 or more, a blizzard results. This effectively combines the effects of snow and storms, sapping Willpower and inflicting Terror.



NOTE

The above section summarizes the key effects of weather. See all the different weather conditions and their complete effects in the “Effects of Combined Weather Powers” table in Chapter 22: Powers.

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fragile Objects

Although it is not the Ghost Master's remit to physically destroy the mortal realms, at times certain fragile objects must be nudged into oblivion. For example, in *Weird Séance* Terroreyes' jar must be smashed to lay him to rest.



Fragile objects require either 1, 2, 3, or 4 points of damage to break, and there are three distinct types of damage:

- **Glass Damage:** This affects only brittle objects, generally made of glass—such as Terroreyes' jar. The best way to cause Glass damage is *Shattering Song*, which causes 4 points of Glass damage, shattering anything brittle.
- **Machine Damage:** Fragile electrical equipment is disabled or destroyed by Machine damage. Bad weather is a good way to cause Machine damage, and most of the Electrical powers also work (making Gremlins and Wraiths effective machine wreckers).
- **Structural Damage:** Just about everything else that can be destroyed by haunter powers requires Structural damage to break it. Kinesis, TK Storm, Tremor, Quake, Hailstones, Haunted Hail, and gale or hurricane force winds all cause Structural damage.

An object breaks when it receives—at any one time—damage equal to or greater than its rated number of points (e.g. Terroreyes' jar requires 1 point of Glass damage to break it and is therefore broken by any amount of Glass damage).

TIP

Although something that requires Structural damage to break can only be broken by Structural damage, Glass objects can be broken by Glass or Structural damage, and machines similarly can be broken by Machine or Structural damage. Structural damage is “super-damage” that breaks everything, regardless of type.





The following powers and weather conditions cause Glass damage:

<i>Wind force 4–5</i>	1 point
<i>Shattering Song</i>	4 points

The following powers and weather conditions cause Machine damage:

<i>Spark</i>	1 point
<i>Strange Behavior</i>	1 point
<i>Temperature -2 or lower</i>	1 point
<i>Temperature +1 or higher</i>	1 point
<i>Rain</i>	2 points
<i>Sparkstorm</i>	2 points
<i>Wild & Crazy</i>	2 points
<i>Flood</i>	3 points
<i>Gushing Blood</i>	3 points
<i>Surge</i>	4 points

Finally, the following powers and weather conditions cause Structural damage:

<i>Tremor</i>	1 point
<i>Wind force 6–7</i>	1 point
<i>Hailstones</i>	2 points
<i>Kinesis</i>	2 points
<i>Haunted Hail</i>	3 points
<i>TK Storm</i>	3 points
<i>Wind force 8+</i>	3 points
<i>Quake</i>	4 points at epicenter, 1 point elsewhere
<i>Lightning strike</i>	4 points
<i>(Rain + wind force 5 or more)</i>	



Chapter 4: Veteran Guide to Haunting

Basic Order Techniques

Orders are a means by which Ghost Masters can refine their instructions to a haunter. Later, you will learn more details, but for now consider a few basic orders:

- **Use only the power at your current Power Band:** *This power can be used by any ghost. When in effect, the haunter uses only the power at the currently selected Power Band. For Ghost Masters who insist in micromanaging their hauntings, this order gives better control over which powers are used. This is arguably the most useful order.*
- **Only use powers if mortals present:** *Use this order with ghosts that are Untrained or better (training level 1 and above) to prevent them from triggering powers when mortals aren't present. Use it only if a particular haunter has such poor discipline that it insists on setting off powers at random. The more you use a ghost, the less likely you are to need this order.*
- **Pick on MORTAL:** *Another order for ghosts that are Untrained or better, use this to target a mortal with all powers. It's useful if you are trying to scare a particular mortal away, or you want to hit a particular mortal with a certain power.*
- **Do not use POWER ever:** *Haunters that are House-broken (training level 2 and above) can use this order, which instructs them not to use a particular power. This can be useful if a haunter has a power that is interfering with your strategy (or just plain annoying you.)*



See details of all orders in Chapter 23: Orders.

TIP

If you want a haunter to use a specific power immediately, and that power is charged and ready to use, use this trick: Place the haunter on Plasm Band 0 (or a lower band), then on the band for the power you want it to use. Most of the time, the haunter realizes that you specifically want it to use that power, and it triggers it, provided there is a legitimate target.



Banishment

It is only a matter of time before you encounter mortal opponents. There are many different kinds, of which we shall talk soon. For now, just be aware that mortals with strong spiritual beliefs, or certain special equipment, can interfere with a ghost's essence.

When such a mortal encounters a haunter, he or she attempts to banish it, a process that takes differing amounts of time depending on the power and family of the haunter, and the nature of the attacker. If you can sufficiently scare the attacker before he succeeds, the banishment will be broken. If not, the haunter will be banished and you'll have to complete the haunting without it.

NOTE

The Haunter Committee possesses sufficient power and influence that banishment is only a temporary upset. Although a banished ghost is lost for a particular haunting, its astral essence will be refreshed and ready to stretch its ectoplasm by the time you attempt your next haunting.



Time Gate Operations

Access the Time Gate by going to the High Scare table and selecting the "Revisit" option. This allows you to return to the haunting in a state of temporal virginity.

The definition of temporal virginity is complex. Note that, when revisited, the location will not necessarily correspond to the state in which a Ghost Master first encountered it. This is because a Ghost Master's actions in the mortal realms have consequences that must be accounted for before temporal virginity can be achieved. In general:

- All haunters that can be laid to rest are present, even if they were already laid to rest.
- Haunters that could not have been recruited at the time of that haunting cannot participate.

HIGH SCARES					
Rank	Scarey	Score	Laid to Rest	Time	Score Rating
1	The Culinary Haunter	1000000	1	10:00:00	1000000
2	Spooktacular	1000000	1	10:00:00	1000000
3	Kidnapping	1000000	1	10:00:00	1000000
4
5
6
7
8
9
10

Chapter 4: Veteran Guide to Haunting

Ghost Masters are advised to accept the consequences of temporal virginity without too much thought. Remember, you're a Ghost Master—not a temporal physicist.



TIP

You don't have to get all the restless spirits in one haunting, as you can use the Time Gate to return later and lay the remaining spirits to rest.



CAUTION

You can only harvest a haunting for Gold Plasm once, so if you do not score more than your previous visits, you do not earn any Gold Plasm for using the Time Gate. If you perform better than in the past, you are awarded the difference between your previous award and the new Gold Plasm.

Phase II Plan of Attack

After completing *Haunting 101* you can choose between two different hauntings:

- **Weird Séance** is a straight haunt—get the frat boys to flee. It's more complex than *Haunting 101* but shouldn't prove too taxing.
- **The Calamityville Horror** is a more challenging endeavor, in which you have to lay to rest certain ghosts and reveal their corpses to mortal inhabitants.

Most inexperienced Ghost Masters should tackle *Weird Séance* first, but it is advantageous to complete *The Calamityville Horror* first and lay Static to rest, as he is useful in laying to rest a spirit in the frat house.

Only when both hauntings have been completed satisfactorily can you progress to the final haunting in Phase II:

- **Summoners Not Included** is all about manipulating mortals to use a grim magic tome to summon the Darkling.

Ghastly (specter)

Specters are part of the most Plasm-expensive class of ghosts currently known: the Horrors. It takes 25 pholts of Plasm to keep a Horror in the mortal realms, and 300 to put Ghastly on Band 9 (his highest band). You rarely use Ghastly at the start of a haunting, but once the Plasm starts to flow, he is a useful “shock haunter” to throw against resistant mortals. Ghastly’s initial powers include:

- **Dread (Band 4):** This punchy Fear power causes better-than-average Terror hits for its band.
- **Dominate (Band 5):** This weak Possession power allows Ghastly to take temporary and partial control over a mortal. It’s good for making a mortal Believe.
- **Paralyze (Band 7):** Although the Terror hit for this power is less than most Band 7 powers, the mortal affected is also temporarily unable to move—leaving him or her vulnerable to being hit by other powers. It’s useful when Ghastly is positioned with other hauntings.
- **Terror Incarnate (Band 8):** This is the strongest of the Manifest powers and produces one of the largest Terror hits of any power. Make sure Ghastly is in a large area when using this power to ensure that mortals have plenty of opportunities to see him manifest.



whirlweird (poltergeist)

Poltergeists are Disturbances, the second most Plasm-cheap class of hauntings (after Sprites). However, unlike Sprites, Disturbances often can use high band powers—for a mere 120 pholts of Plasm, Whirlweird can be put at Band 9. The downside is that Poltergeists bind to Children, who are not that common in hauntings, and Ghost Masters have little control over where they go. Still, for introducing carnage over a wide area, a Poltergeist can be rewarding.



Chapter 4: Veteran Guide to Haunting

Whirlweird's powers include:

- **Fool's Errand (Band 1):** This power gives mortals the powerful impression that they have lost something—and sends them searching around a random fetter. This can be useful for keeping mortals moving around.
- **Blow Fuse (Band 3):** This blows a fuse in the surrounding area, probably causing the lights to go out. This keeps mortals on edge, and anyone who's afraid of the dark takes a Terror hit.
- **Kinesis (Band 6) and TK Storm (Band 9):** These Telekinetic powers are good for Belief, and also cause Structural damage.

Aether (Air Elemental)

Air Elementals can be bound Outside, or to Air fetters that are indoors. This makes them versatile in some respects, but their powers are rarely impressive. Nonetheless, they can be invaluable members of a team. Plasm-wise, all Elementals cost the same as Disturbances up to Plasm Band 4, after which they are more expensive than

Disturbances but less expensive than Vapors. To put an Elemental on Band 8 (their highest band) requires 120 pholts of Plasm. Aether's starting powers are:

- **Gather Winds (Band 2):** Raises the wind force slightly. This power is most effective when combined with other Wind powers.
- **Piping (Band 4):** This is not bad for attracting curious mortals, and mortals with a high Belief (50+) also take a reasonable Terror hit.
- **Shattering Song (Band 8):** This extremely loud power causes 4 points of Glass damage—enough to break anything brittle or flimsy.



Stonewall (Earth Elemental)

An Earth Elemental, Stonewall can be bound to Earth fetters (patches of ground and potted plants), which are common in most hauntings. At his higher Plasm Bands, Stonewall can be an effective source of Terror, but it's his Tremor power (and once he is taught it, Quake) that makes him invaluable. Stonewall's starting powers are:

- **Tremor (Band 2):** Causes 1 point of Structural damage (and a small Terror hit). Use this to break weak, fragile objects, or in conjunction with other damage powers to smash stronger ones.
- **Slow (Band 5):** The haunting effects of this power are minimal, but slowing mortals down is a great way of leaving them vulnerable to hits by other powers. Use this power when Stonewall is supporting another haunter.
- **Swallow (Band 8):** This power gives a mighty Terror hit as the mortal is sucked into the ground or floor—and any mortal who witnesses this also suffers.



Chapter 5: Weird Séance

Setting:	Frat house
Objective:	Empty Frat house
Restless Spirits:	Three (Wendel, Lucky, Terroreyes)
Difficulty:	Easy
Team Size:	5 Haunters

The Haunter Committee has been targeting the smug frat boys and sorority girls of Gravenville University for some time, but they need someone to open the door for them. Fortunately, three geeks are holding a séance in the basement—trying to summon the spirit of their dead friend Wendel, who died during a hazing. They’re asking for trouble.



Haunting Team

The Haunter Committee’s recommended team is as follows:

- *Boo*
- *Aether*
- *Stonewall* (or *Windwalker* under certain circumstances)
- *Shivers*
- *Ghastly* (if *Static* is already laid to rest, *Static* is recommended instead)

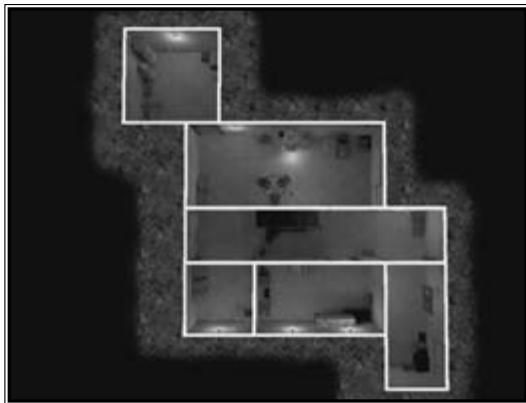
Which haunters you choose to take depends on your own tastes and needs. If you feel confident, take in an assault team and hit the frat boys hard and fast. In general, you want the following:

- **Quick Response Haunters:** Take at least one haunter who can bind anywhere inside—*Boo* or *Clatterclaws*, for instance. Two may be preferable.
- **Shock Haunter:** Take a couple of shock haunters—*Shivers* and *Ghastly*, perhaps. If *Static* has been laid to rest, he may be even better (there are more Electrical fetters than Emotional or Violence).
- **Outside Guard:** Take at least one haunter to guard the front door. *Aether* may be the most appropriate.

The recommended team should suffice for most Ghost Masters, but you may wish to make a few substitutions to tailor it to your satisfaction.



The Haunting Site

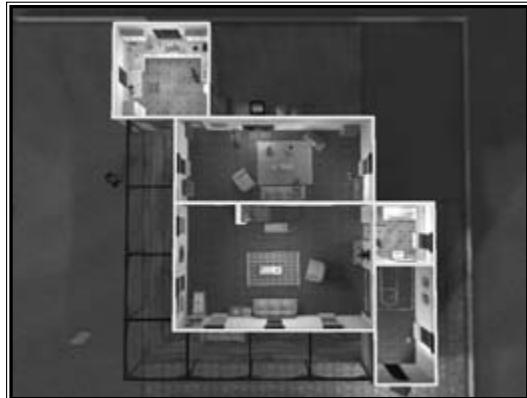


Two large living areas dominate the first floor of the Fraternity House, one featuring the pinball table to which the cat-Gremlin Lucky is bound. This room is tastelessly ornamented with a mounted stag's head, forming the perfect Murder fetter for a wide variety of hauntings. The second living room features a fire and a television.

The basketball court at the entrance is also a cornucopia of fetters. Electrical and Violence fetters make this room perfect for finishing off mortals as they pass through, although its small size may make it hard to effectively ambush mortals.

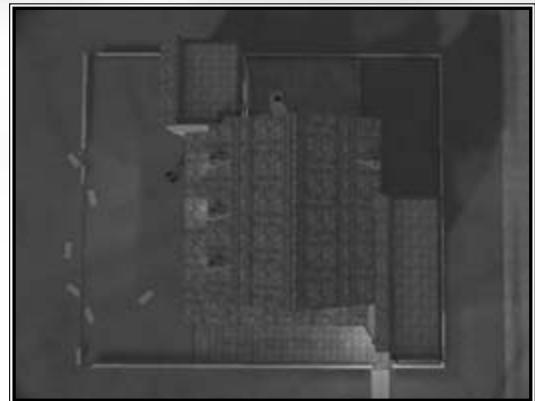
A scattering of Emotional and Air fetters allows some scope for haunting on the second floor, but the primary feature of this area is the three-part Thoroughfare, allowing excellent scope for guarding the stairs.

The basement room in which the séance takes place is something of a killing ground. The rat trap acts as a Murder fetter, while Air, Fire, and Water fetters are also available. To reach the fuse box, mortals must pass through this room.



Chapter 3: Weird Séance

No specific fetters exist outside the Fraternity House, so Outside or Earth fettering ghosts are essential.



FRAGILE OBJECTS

The following objects can be destroyed through the use of appropriate damage effects:

- **Terroreyes' jar (1 point of Glass damage):** This is a sturdy glass jar—they don't use thin jam jars for holding body parts—but it still breaks easily.





The Mortals

Mortals

Name	Bio
Ted Gable	The muscular leader of the Alpha Tau fraternity, his bravado is all for show. Fires make him very nervous.
Matt Burke	He's more into his own rugged good looks than those of his girlfriend, Helen Highwater.
"Obi Wan" Shinobi	Calm and focused, he hides his crush on Felicity well.
"Weasel" Stratton	He has an impish personality, but he's dangerously confident. Weasel is the Alpha Tau Rush Chairman and has a crush on Ally McStick. Electricity makes him uneasy.
Gregg Marmalade	The unofficial leader of the less-popular members of the Alpha Tau fraternity, he has a crush on Ally McStick. He was badly burned as a child.
Tony Tupulo	Playful but quiet, he has a kind of relationship with Karen Fuller and is unsettled by the sight of blood.
"Pluto" Plutarsky	Highly skeptical, Pluto nonetheless lacks strength of will. He has a paranoid fear of germs.
Brad De Vries	The unhinged loner of the Alpha Taus, his sanity is suspect and storms terrify him.
Felicity Farnsworth	Vain and bitchy, Felicity hangs around Ted Gable like she owns him.
Karen Fuller	Even a fake plastic spider would cause her to faint; Karen hates to be left alone.
Helen Highwater	A pushover when not provoked, Helen is dating Matt Burke and cannot bear dirt and grime.
Ally McStick	This law student hangs around Ted Gable and is so slender a light breeze might knock her down. She is terrified that earwigs will lay eggs in her brain.
Gary Hall	Gary seeks to use magic to avenge the death of Wendel, the class clown.
Wyatt Mitchell-Smith	Wyatt is Gary's loyal crony, and he almost drowned as a child.
Chett Paxton	Chett is an obnoxious and uncouth addition to Gary and Wyatt's geeky clique.

Chapter 5: Weird Séance

Strategic Plan

INITIAL PLASM

The recent events in the Sorority House have spread a sense of unease. The frat boys are a little edgy when you arrive on the scene.

Mean Terror: 2.6 percent

Starting Plasm: 90

MAIN OBJECTIVES

Empty Frat House

Your goal is simple: empty the Frat House. There are many possible solutions, but the following general strategy is recommended:

1. Kick off with a first strike. Take Shivers or Ghastly and bind them to the rat trap beside the séance (downstairs in the cellar). Ramp them up so that they can use a decent Terror power and hit the geeks hard.
2. Clear out the outdoors by binding your outside guard (probably Aether) near the seat on the porch. Set them to work on some general Terror power so that the sorority girls and frat boys would rather be inside.
3. Turn the downstairs living room (the one with a pinball table) into a Terror Zone. If you intend to lay Lucky to rest, do that before setting up in this room, as once you start, the little cat-Gremlin will be very hard to rescue. Place two strong ghosts (Shivers, Ghastly, Static, etc.) in this area—there are plenty of useful fetters. Make this the focus of your haunting.
4. Use your more mobile haunters to keep people moving. They will pass through the downstairs lounge sooner or later.
5. Leave a haunter in the other living area (the one with the TV) and also perhaps at the top of the stairs.
6. Work toward getting Ted Gable to flee so that Wendel is laid to rest—put this Spook to good use. Give some of your spare Plasm to Wendel before he's laid to rest. This noisy little Spook attracts people to his room, allowing him to hit them for Terror.
7. Check back at the séance site periodically. If the geeks return, repeat what you did in the first strike until they have all fled.
8. Keep moving your quick-response haunters (and outside guard) to drive the mortals into your Terror Zone; repeat until everyone has fled.

GOAL SCORES

Mortals Fled: 100,000 for 15 of 15 mortals fled

Restless Spirits: 25,000 for each haunter laid to rest

wendel (spook)

This Spook was accidentally killed in a hazing stunt. Wendel feels resentment toward the house master (Ted Gable). Bound to his fake chattering teeth in his old bedroom, he can be laid to rest if you can drive Ted Gable to flee. Because your overall goal is to empty the Frat House, you will definitely lay Wendel to rest. If you eliminate Ted quickly, you'll have a spare Spook to hassle mortals who are trying to hide.

To get Ted:

1. *Ted begins the haunting asleep in the room where Wendel is bound. Wake him up using Noise powers.*
2. *Hit him hard upstairs using ghosts like Clatterclaws and Boo, until you can get him to go downstairs.*
3. *Use hauntings bound in the downstairs lounge to hit him hard when he passes through.*
4. *Follow him, and try and place ghosts in the places he is heading to or in corridors he must pass through.*
5. *Once Ted flees, Wendel is laid to rest.*



Wendel's starting powers are as follows:

- **Footsteps (Band 1):** Can be useful for getting mortals to leave an area.
- **Brief Scare (Band 2):** A very basic Manifest power with a small Terror hit.
- **Laughter (Band 3):** This is primarily useful for drawing mortal attention, but high Belief mortals may also be driven mad by its incessant giggles.
- **Chase (Band 6):** This is a good Pursuit power and a reasonable source of Terror, and it also provides a little Belief.

Chapter 5: Weird Séance

Terroreyes (Apparition)

Terroreyes was dismembered for medical experiments, and all that remains of his body are his brain and eyes, held in a jar. This Apparition is laid to rest if the jar containing his remains gets smashed.

This can be achieved a number of different ways:



- Use Powers to cause damage directly to the jar. Boo's Kinesis is an obvious choice—bind him in the living room with the jar and ramp him up to Band 6. Sooner or later, one of the thrown objects will hit the jar and smash it.
- Aether's Shattering Song works. Bind Aether outside the house at a point very close to Terroreyes' jar. Even with the intervening wall, the high-pitched noise should smash the jar.
- A Jinxed mortal may smash the jar by accident. To try this approach, you may need to use Terroreyes' Fascinate to get mortals interested in his jar.

Terroreyes' powers are as follows:

- **Ice Breath (Band 4):** This relatively strong Cold power lowers the temperature within the area Terroreyes is bound. It doesn't cause Terror, but if it's combined with other Cold powers to make an intense cold, it can drain mortal Willpower.
- **Fascinate (Band 5):** This Attraction power draws in mortals from the surrounding area.
- **Icy Touch (Band 6):** This causes some Belief and Terror and also saps Willpower slightly.
- **Ghostly Apparition (Band 7):** This unusual Manifest power creates an illusionary mortal that causes a reasonable amount of Terror and Belief.



Lucky (Gremlin)

This cat used to enjoy sleeping on the pinball table and the frat boys considered it their lucky mascot. Unfortunately, there is a wiring fault such that when a high score is set, the pinball table sparks violently. Lucky can be laid to rest if a frat boy sets a new high score on the pinball table:



- Wait for a frat boy to play the pinball table and Charm him (using Lucky's Charm power at Band 5). Luckstorm (at Band 7) is another possibility, although less reliable. Note that Jinx cancels out Lucky's Charm, so take care.
- Sparkstorm gives a shock to Lucky without having to get a mortal to play with the pinball table. The problem is the lack of an Electrical fetter in the same room as the pinball table. However, the stag's head is a Murder fetter allowing Static (who can be recruited in The Calamityville Horror) to be bound in this room. He knows Sparkstorm and can lay Lucky to rest.
- In principle, Surge would also work, but the only vehicle for this power in this haunting is Cogjammer, who needs an Electrical fetter. If such a fetter can be moved into the room with the pinball table (using Kinesis, for instance), it may be possible to lay Lucky to rest this way.

Lucky's initial powers are as follows:

- **Cut Lights (Band 1):** Turns off the lights in the area where Lucky is bound.
- **Strange Behavior (Band 4):** Causes malfunctions on Lucky's fetter.
- **Charm (Band 6):** The opposite of Jinx, this power helps build a mortal's Belief by having good things happen to him (this power is better than Jinx at building Belief because most mortals expect bad things to happen and are freaked out when good things happen instead).
- **Luckstorm (Band 8):** This randomly Charms or Jinxes most of the mortals in a haunting—great for building Belief in hauntings that contain a lot of mortals.

Look for the clover leaf over a mortal's head to tell that he is charmed.



Chapter 6: The Calamityville Horror

Setting:	Country House
Objective:	Lay house to rest by revealing two corpses to the police
Restless Spirits:	Three (Arclight, Static, Maxine Factor)
Difficulty:	Easy
Team Size:	5 Haunters



The Hutzes have moved into their just-purchased house on the outskirts of Gravenville. Unfortunately the house has a terrible secret. The old lady who used to own the house had a penchant for serving her visitors arsenic-laced tea. Three bodies lie scattered throughout the house, causing unrest to the very building itself. Uncover at least two corpses, and the house will be at peace.

Haunting Team

The Haunter Committee recommends the following team:

- Stonewall
- Whirlweird
- Boo
- Weatherwitch (*if she has not been laid to rest, Aether*)
- Ghastly

The goal of this haunting is more subtle than trying to get all mortals to flee. Selecting the right team is very important.

In general you want the following:

- **Plasm Cheap Haunters:** Make sure at least two team members are Plasm cheap (Stonewall, Boo, and Whirlweird all work in this role). Use them to get the Plasm flowing at the start of the haunting.
- **Things That Go Bump in the Night:** Bring at least one haunter who can draw attention to a particular part of the house. Boo with Rattle Chains and Leak is a good choice, but Wendel's Laughter may be more effective.
- **Outside Guard:** Take at least one haunter, such as Aether or Weatherwitch, to guard the front door.

Review the situation with the restless spirits in this haunting before selecting a team (or visit the haunting once to reconnoiter). The easiest way to uncover their corpses involves laying them to rest.

The recommended team is sufficient, but many substitutions are possible. Ghastly is suggested because of his Bitter Cold power (useful in laying Static to rest), but if another approach is taken on Static's plight, he may not be necessary. Although this is the first opportunity to field Whirlweird, this haunting does not necessarily lend itself to a Poltergeist. Substitute a haunter that can bind anywhere (e.g., Clatterclaws or a Spook).

The Haunting Site



The basement of the Hutz house features a scattering of fetters, allowing for broad haunting tactics. However, it features nothing to lure the family downstairs. Once Arclight is laid to rest, his body provides a Corpse and Murder fetter.



The Hutz family includes two children, ripe for the attentions of a caring Poltergeist. These Child fetters are mobile, and can be very useful.

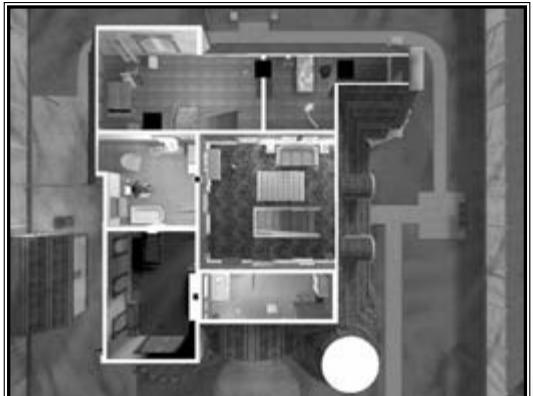
Many strategies are available on the first floor, but the stairway that runs through the body of the house provides an effective haunting ground. The surrounding rooms contain a Violence fetter in the form of the piano, as well as assorted Electrical fetters. The tea set the old lady used to poison her guests acts as a Murder fetter.

Chapter 6: The Calamityville Horror

The stairwell corridor features a Murder fetter in the form of a hanging painting. (The reasons for this painting being a Murder fetter are so stomach-churning that they have been known to churn even those with no stomach...).



The third floor of the Hutz's house features little to excite the Ghost Master, and strong haunting is best conducted on the floors below. Maxine's cadaver provides a Corpse and Murder fetter.



The roof is an uncomfortable place to haunt, featuring some Earth fetters but not much else. Mortals are unlikely to spend time here, anyway. The exterior of the house is a good place for anything that binds Outside, some useful Thoroughfares, and a riding mower that acts as an Electrical fetter.



FRAGILE OBJECTS

Destroy the following objects through the use of appropriate damage effects:



- **Wall in Cellar** (*1 or 4 points of Structural damage*): A single point of Structural damage knocks out a brick, and 4 points smash it open completely.



- **Timbers Blocking Maxine's Room** (*1 point of Structural damage*): Mortals may pull these off themselves, if properly motivated, but a Poltergeist's Tremor (or something similar) removes them, too.

The Mortals

Name	Bio
Diane Hutz	A fussy and demanding housewife, Diane deals calmly with most crises but cannot bear unclean work surfaces.
Steve Hutz	Calm and level headed, Steve is prone to making stern moral speeches and feels uncomfortable when he can't see.
Marcia Hutz	Marcia lives in a world of her own and is obsessed with her own hair. She fears head lice.
Greg Hutz	Greg is strangely confident for someone with such an ugly face.
Carol-Anne Hutz	Carol-Anne is an irritating little girl who could almost be cute, if she could just shut up. She's afraid of guns and fireworks.



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Bobby Hutz

Bobby is always getting into trouble of his own devising. He often scares himself by imagining he is being chased.

Gramma Hutz

Gramma just wants to be left alone. Occasionally she tells the story about when she was trapped in a burning building in the war.

Grampa Hutz

Grampa finds the young 'uns annoying, and has a short temper. He occasionally tells the same rambling story as his wife.

Bill Ratzenberger

A friendly handyman, he gets the job done.

Detective Norman Franz

His brusque manner belies his excellent detecting skills.

Officer Megan Russo

Officer Russo has been working so hard for her promotion that she is hasn't slept in days.

Cher Medford

This student witch is a fairly clueless Wiccan.

Susan Spofford

Another student witch, she's a confused and unhinged pagan.

Michelle Ridgemont

Student witch; Michelle is a nervous and somewhat crazy witch in training.

THE POLICE

When an adult family member finds a corpse, he or she will phone for the police, who then come in and investigate. For the house to be laid to rest, its history must be made public, so two corpses must be shown to the police. Be careful not to scare away the police.

Keep your eyes on the Mortal Pack—any mortals who arrive on the scene appear here.



THE HANDYMAN

When there's a problem with the house (such as smoke billowing out of a chimney), the handyman gets called in. Be careful not to scare him away if you want him to carry out a particular task, such as unblocking the chimney where Static's bones are trapped.



PRIMA'S OFFICIAL STRATEGY GUIDE



STUDENT WITCHES

Marcia Hutz, the teenage girl of the family, knows a small coven of student witches from the university. If her Belief rises above 80 and her parents' Belief has not risen above 40, she turns to the witches in frustration. Because it's not in your best interests to tackle opposition, drive Marcia to flee before she has a chance to call for help.

An alternate solution is to significantly raise Diane or Steve Hutz's Belief. If they believe in the supernatural, Marcia turns to them for help instead of the witches. Whirlweird's Jinx and Kinesis, or Lucky's Luckstorm, may be ways to approach this problem, but be sure Marcia's Belief doesn't rise too fast. Alternately, Possess Steve (or Diane) so that their Belief rises sharply—this should solve the problem.

If you are unfortunate enough to face the student witches, use hit-and-run tactics or set up an alpha strike to hit them with a lot of Terror fast. See the "Intermediate Guide to Haunting" for advice on dealing with witches, and opposition in general.

Strategic Plan

The family that lives in the Calamityville house tends not to hang around in one place. This can leave Ghost Masters vulnerable to mortal calming, undermining the Plasm flow. Keep an eye on the Plasm as you attempt the haunting goals—you may need to inflict Terror occasionally in order to keep it flowing.

Mean Terror: 6.2 percent

Starting Plasm: 150

MAIN OBJECTIVES

Find Corpses

See the sidebars on the restless spirits in this haunting (Maxine Factor, Static, and Arclight). Laying them to rest reveals their corpse to the mortals, who call the police.

Chapter 6: The Calamityville Horror

If for some reason the haunter is laid to rest but the corpse is not found, use Noise, Stench, or Attraction powers to draw mortal attention to their remains.

When two corpses have been shown to the police, the house is laid to rest and victory is complete. Skilled Ghost Masters can lay to rest all three spirits before the police find the second corpse.

Goal Scores

Two Corpses Found: 100,000 for 2 of 3 corpses discovered

Restless Spirits: 25,000 for each haunter laid to rest

Arclight (mane)

Arclight cannot leave his initial fetter (his body) unless he uses his Possess power. He cannot get close enough to a mortal to use this power unless the wall is knocked down. Once Arclight has Possessed a mortal, he is laid to rest.

Possible solutions include:

1. Knock down the wall using Quake, then lure mortal to see it.
2. Draw attention to the wall so a mortal investigates and has it broken down by Steve or the handyman. Good ways to accomplish this include:
 - (a) Use Tremor (Stonewall is best, although Whirlweird can also be taught this power). Used in the cellar, this causes one brick to fall out.
 - (b) Use Kinesis (Boo, Whirlweird). A thrown object hitting the wall causes one brick to fall out.
 - (c) Use Noise powers (e.g., Wendel's Laughter, Boo's Rattle Chains) around the alcove where Arclight is trapped. This attracts mortal attention directly to the wall.
 - (d) Teach Wendel Insane Invitation, which draws in mortals with Madness higher than 5, then bind Wendel. This requires you to hit some mortals with Madness powers, but if you are a die-hard Insanity guru, this solution may hold aesthetic appeal.
3. When a mortal comes close enough, Arclight automatically Possesses him or her.



Arlight (mane) cont.

Manes always learn Possess. Without this power, they are stuck being bound to Corpses. Possession allows them to get out and about. Manes are far and away the most Plasm-cheap way to Possess mortals, and Arlight's Heat powers are both fun and effective at building Terror. His initial powers are as follows:

- **Roast (Band 3):** *This raises the temperature within the area Arlight is bound.*
- **Bonfire (Band 5):** *This provides a decent fire-themed way to build Terror in a group of mortals.*
- **Human Torch (Band 6):** *Similar in strength to Bonfire (but affecting just one mortal), Human Torch is a fast-charging way of turning a mortal into a fireball of illusionary flame. Very amusing.*
- **Possess (Band 7):** *This power allows Arlight to move around as if fettered to a mortal (with the added bonus of building the Belief of that mortal).*

Static (wraith)

His bones are stuck in one of the chimneys—but which fireplace connects to it? Look at the roof of the house to see which chimney is involved, then it's a matter of finding the correct fireplace and getting the mortals to light a fire in it. To lay Static to rest, try any of these alternate solutions:



1. *The bones can be knocked out of the chimney using Quake (Stonewall can learn this power) on the rooftop terrace. The bones fall down and tumble into the fireplace of the lounge with the piano where mortals can find them.*
2. *Weaker powers used on the rooftop terrace can knock the bones to the chimney of the ground floor piano room. These powers include Tremor (Stonewall or Whirlweird), Kinesis (Boo or Whirlweird), or TK Storm (Whirlweird). The same powers can then be used to knock the bones out of this lower chimney and into the fireplace.*
3. *Strong winds outside can blow the bones down. Use Gather Winds (Aether, Windwalker) with Gusts (Weatherwitch, Windwalker) or Typhoon (Weatherwitch can learn it). If the bones become stuck in the lower chimney, use the powers from the previous solution to free them.*

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4. Make a mortal light a fire in the piano room, then either Steve or the handyman will unblock the chimney when smoke starts billowing from the fireplace. If the bones are in the top chimney they look in the lower chimney first, then go up to the top floor bedroom fireplace and dislodge the bones from there. Use Bitter Cold (Ghastly) or Ice Breath (Whirlweird can learn this).
5. Make a mortal light a fire in the top floor bedroom; this is a version of the above, but it works only if Whirlweird has been taught Ice Breath. Unless you insist in attempting the most difficult solution to a restless spirit's plight, you shouldn't need this solution.

Static is a Wraith—a close relation to haunters of the Specter family such as Ghastly. Wraiths differ from Specters by being more attuned to electricity than the residue of violence, and consequently bind to Electrical fetters. Both Specters and Wraiths can be bound to Murder fetters, however. Static's powers include:

- **Strange Vision (Band 3):** This basic Manifest power causes a small amount of Terror but recharges quickly.
- **Sparkstorm (Band 6):** This causes sparking from everything electrical in the area, which can damage machinery and scare mortals.
- **Ghostly Apparition (Band 7):** Something about being a TV repairman seems to make this power inevitable—it causes a ghostly image of a mortal to appear, causing Terror and Belief.



Maxine Factor (Apparition)

A door-to-door cosmetics saleswoman, Maxine's not distracted from her job by death. Her bones are on the bed, but her make-up is off to one side. If any mortal woman can be made to sample her cosmetics, she is laid to rest.

The room where her bones lie has been boarded up, but any sufficiently interested mortal should have no difficulty in gaining access—the trick is in getting their attention in the first place.

To lay Maxine to rest you must attract attention to her room:

- 1(a). Noise Powers (e.g. Aether's Piping, Boo's Rattle Chains, or Wendel's Laughter) can attract mortals in earshot. This is the simplest and generally most effective solution.
 - 1(b). Fascinate (Terroreyes) draws in mortals from same floor.
 - 1(c). Maxine's own Intrigue power can draw in mortals that come into adjacent rooms.
 - 1(d). Insane Invitation (if taught to Wendel): See Arclight's lay to rest, option (d), for an example of using this power to wrangle mortals.
 - 1(e). If Terroreyes has been taught Hidden Maze, use this to bring a mortal directly into the room (if room is still boarded up he or she will panic and shout until somebody comes and opens it up).
 - 1(f). Stench powers such as Lingering Smell or Suspicious Stench (both can be learned by Shivers) could also get a mortal interested in the room.
2. To complete Maxine's laying to rest, a female member of the house must use the makeup. Provided the mortals have been made to take an interest in the room, Maxine's own Intrigue power is perfect, as it draws their attention straight to her fetter (the makeup box).

Maxine's powers include:

- **Intrigue (Band 2):** This weak Attraction power draws attention to a haunter's fetter, but it affects only mortals who are relatively close. Still, it can be useful because this power keeps the mortal in the area a little longer.
- **Spooky Surprise (Band 6):** This is a decent Manifest power, causing a reasonable amount of Terror and some Belief.

Chapter 7: Summoners Not Included

Setting:	Blair Wisp Cabin
Objective:	Summon the Darkling
Restless Spirits:	3 (Whisperwind, Raindancer, Moonscream)
Difficulty:	Easy
Team Size:	5

Three corrupt mortals have come to the woods to find an ancient tome. The tome was left behind by Dr. Krauss, a Professor of Occult Studies at Gravenville University. He recently tried to summon an ancient and terrible spirit known as the Darkling, but his attempt went awry.... After accidentally driving his wife terminally insane and burying her in the basement, he fled the scene. The mortals now arriving—his students—have stolen Dr. Krauss's notes and plan to summon the Darkling for their own purposes. However, the Haunter Committee would like the Darkling to work for you. You need all three mortals to complete the summoning, so do not scare any away.



Haunting Team

The Haunter Committee recommends the following team:

- *Cogjammer (if Terroreyes or Maxine Factor have been laid to rest, they will be substituted)*
- *Boo*
- *Stonewall*
- *Aether*
- *Weatherwitch (if she has not been laid to rest, Shivers)*

Only three mortals are present, and it's not your goal to get them to flee, so approach this haunting with a delicate touch. The Department of Clairvoyance reports the need to scare off a mortal near the end of this haunting. For this reason, bring a more powerful haunter (such as Shivers) to make this final encounter more manageable.

Consider the following when selecting a custom team:

- **Noise:** Some Noise powers help move the mortals around.
- **Wind:** Bring Weatherwitch and Aether so you can build up winds.
- **Telekinesis:** Boo's Kinesis or Shiver's TK Storm are essential for moving the book to somewhere where the naïve mortals can find it.
- **Shattering Song:** Here's another reason to bring Aether—Shattering Song can lay Whisperwind to rest straight away.
- **Stonewall:** This Earth Elemental's powers are useful in a number of places, especially at the end of the haunting.
- **Phantom:** You may want a Phantom for the end of the haunting for the extra punch.

The recommended team for this haunting is adequate, but it suffers from a certain lack of focus. Although the Apparitions can be helpful, they are not necessary if you load up with haunters with weather-control powers. Ghost Masters who fancy seeing mortals wield an axe should take an Apparition, and other Ghost Masters should take a Phantom instead. If you do take an Apparition, choose Terroreyes and not Maxine unless you have trained her with stronger Attraction powers.



The Haunting Site

The basement of the cabin is perfect for haunting, including a Corpse fetter (available once Moonscream has been laid to rest), an Electrical fetter, and an Air fetter. The dirt floor of the basement is perfect for Earth Elementals.



Chapter 7: Summoners Not Included

The Ghost Master's purpose in this cabin is not to scare the mortals outright, and so general haunting fitters are not important, though those in need of a Plasm boost might be interested in the stag's head (Murder) and the gun in the bedroom (Violence).



The wooded region around the cabin is accessible to hauntings binding Outside, and also features Thoroughfares. Earth Elementals are also well catered to by this remote location. The stump in which the axe is buried, due to some past nefarious deed, acts as a Murder fitter.

FRAGILE OBJECTS

The following objects can be destroyed through the use of appropriate damage effects:

- **Dreamcatcher** (1 point of Glass damage): This is exceptionally fragile; use either Wind powers or Shattering Song (Aether) to take it out.





- **Wasps' Nest** (1 point of Structural damage): Strong winds or Tremor (Stonewall) can destroy this insect haven.

The Mortals

Name	Bio
Sarah Knowby	Sarah is a ruthless woman and is afraid of lightning.
Richard Getley	Sarah's sometimes lover, Richard has a dark heart full of greed. Ever since he was a child, bad weather has unsettled him.
Bruce Elm	Bruce is a self-centered man, with finely honed instincts for self-preservation.
Dr. Krauss	Dr. Krauss is intent on preventing his errant students from stealing the power of the Darkling for themselves.

THE PROFESSOR OF THE OCCULT



Dr. Krauss has recently discovered his student's treachery and soon sets out to stop them. Make him flee in order to achieve your goals. He should be especially susceptible to Moonscream, because she is the ghost of his dead wife (and they're not exactly on speaking terms.)

Chapter 7: Summoners Not Included

Strategic Plan

INITIAL PLASM

The mortals feel exposed and vulnerable in the woods—this leaves them on edge even before you begin to haunt them.

Mean Terror: 6.2 percent

Starting Plasm: 150

MAIN OBJECTIVES

Don't Scare the Mortals

Be careful not to unduly terrify the three mortals, as you need them all to complete the summoning ritual.

Uncovering the Trapdoor



Your first objective is to get the mortals into the cellar. However, the trapdoor that leads to the cellar has become buried under leaves, and the mortals are too dumb to find it. A strong gust will suffice:

- Weatherwitch's Gusts do the trick. Bind her to the path by the back door.
- After Whisperwind has been laid to rest (see sidebar), she can use her Tempest to move the leaves. She can be bound anywhere outside.

Drawing Attention



The way to the cellar is revealed, but the mortals are unaware of the trapdoor. They need help:

- Noise powers near the trapdoor (*Weatherwitch's Siren Song* or *Aether's Piping*) draw the mortals' attentions.
- Moonscream's *Shriek* is loud and can increase interest in the cellar.
- Additionally, *Charm* improves a mortal's luck, allowing him or her to find the trapdoor more easily.
- *Fool's Errand* or *Wild Geese* (*Cogjammer* and *Lucky* may be taught either power) eventually may cause someone to try to get into the cellar.

Using some combination of the above ensures that the mortals find the trapdoor. They may discover it on their own, but it's faster to give them a hand.

Opening the Trapdoor

Once the mortals find the trapdoor, they discover it is locked. Guide them either to the key, or to an axe so they can smash it in.

- Lay *Raindancer* to rest (see sidebar); this allows mortals into the outhouse, where the key is located.



Chapter 7: Summoners Not Included



- Use an Apparition (such as Terroreyes or Maxine) on the axe (by a pile of wood near the edge of the haunting) to draw attention to this possible means of entry. Intrigue (Maxine) works, but Fascinate (Terroreyes) is more effective.

The Book

The mortals have entered the cellar, and they suspect this is where the book is. But you need to dislodge it from its hiding place before they find it.

- Use Kinesis (Boo) in the cellar; the book soon flies across the cellar and into view.
- Alternately, TK Storm (Shivers) works.

Once the tome is on the floor, the mortals easily find it. Why mortals never look on top of things is a timeless mystery.

Interference

Once they have the book, the reckless mortals gather in the cellar and attempt to summon the Darkling. However, the professor has discovered the theft of his notes and followed the students to the cabin—Dr. Krauss will intervene and prevent the summoning from proceeding (he won't allow the Darkling to be summoned by anyone but himself).

Bring to bear any haunters that can bind in the cellar (such as Shivers, Boo, Aether, Whisperwind, or Stonewall) and hit Dr. Krauss with everything your team has to offer. He should soon flee the cabin, leaving the way open for the Darkling to be summoned.

Unfortunately for the poor summoners, they have not taken sufficient precautions to protect against such a powerful ghost, and their dark souls get eaten. Unfortunately for us, the Darkling needs more dark souls before its summoning is complete.

NOTE

The Haunter Committee strictly forbids causing harm to mortals who are pure of heart (although we are permitted to scare the hell out of them). However, there is no such restriction upon those who have given in to greed and evil. We shall return to the summoning of the Darkling later, once more irredeemable mortals have been found.



GOAL SCORES

Darkling Summoned:

100,000

Restless Spirits:

25,000 for each haunter laid to rest

Moonscream (Banshee)

She came with her husband Dr. Krauss, who first deciphered the tome capable of summoning the Darkling. Her husband's experiments drove her mad, and a heart attack ended her life. Dr. Krauss buried her in the cellar, but her spirit lives on.

Stuck in the cellar, Moonscream yearns to take out her bitterness on mortals. One assumes from the sheer intensity of her hatred for the living that her marriage to Dr. Krauss was not a happy one.... She can be laid to rest by manifesting to any mortal:



- Use her Strange Vision (Band 3) or Spooky Surprise (Band 6) on the students when they reach the cellar (see "Main Objectives"). Strange Vision is preferable, because we do not want these mortals to flee.
- Bide your time, and wait for Dr. Krauss to be alone in the cellar. Because you want him to flee, have Moonscream scare her husband with Spooky Surprise (an event she is sure to find most gratifying).

Among Moonscream's more interesting powers are the following:

- **Fluster (Band 1):** This leaves a mortal on edge, making them more vulnerable to the next power that hits them.
- **Shriek (Band 5):** This Noise power has tremendous volume. Moonscream can use this to scream with the voice of any mortal in the haunting, drawing their attention.
- **Cacophony (Band 9):** This infamous Noise power creates a loud and terrifying disharmony. Mortals who are mentally unstable or have Belief greater than 50 suffer enormous amounts of Terror when they hear this sound.

Chapter 7: Summoners Not Included

whisperwind (air elemental)

This Air Elemental carelessly has become trapped in a dreamcatcher hung in a corridor in the cabin. Elementals are terribly accident prone, but they are also loyal and honorable. If you rescue one, it will serve you for one year. Shatter the dreamcatcher holding her to lay Whisperwind to rest.



- Strong winds (wind force 4 or greater) can break the dreamcatcher. Achieve this by combining Whisperwind's Tempest with either Aether's Gather Winds or Weatherwitch's Gusts (or by combining Aether and Weatherwitch's wind powers).
- Aether's Shattering Song takes out the dreamcatcher decisively.
- Quake (Stonewall can learn this power) shatters the dreamcatcher if it is used nearby.
- Boo's Kinesis may break the dreamcatcher, but it might take a while.
- Weatherwitch, if taught Typhoon or Haunted Hail, could break the dreamcatcher on her own.

Whisperwind's powers include:

- **Insane Invitation (Band 4):** This power attracts mortals who are on the road to insanity, but has no effect whatsoever on sane mortals.
- **Tempest (Band 5):** This potent Wind power raises the wind force by 3.
- **Whisper (Band 7):** Different mortals hear a different voice when this power is used. It uses what is known about a mortal's fears to drive them toward madness.

Raindancer (water Elemental)

This humble Water Elemental became trapped in the cistern of the outside toilet. A good flush should lay it to rest. Unfortunately, a hive of nocturnal wasps attached to the outside of the outhouse makes it very hard for mortals to reach it.

There is an additional reason to help Raindancer beyond acquiring the fealty of a Water Elemental: the key to the trapdoor is hanging inside the outhouse. To lay Raindancer to rest, deal with the wasps:

1. The wasps' nest must be eliminated, or the wasps made to retreat inside their nest:
 - (a) Wind forces of 6 or above will destroy the wasps' nest. Use Aether's Gather Winds with another wind power (Whisperwind's Tempest, Weatherwitch's Gusts or Typhoon) to achieve this strength of wind. If Weatherwitch knows Typhoon, couple this with any other Wind power to reach the required force.
 - (b) Tremor (Stonewall) is an alternative (Quake also works, and from anywhere in the haunting).
 - (c) Hailstones or Haunted Hail can destroy the nest (Weatherwitch can learn the latter power).
 - (d) Lightning will destroy the wasps' nest. Use Weatherwitch's Rain along with Aether's Gather Winds and Whisperwind's Tempest to create a thunderstorm.
 - (e) If it is sufficiently cold, the wasps will retreat into their nest. This is possible only if Ghost Masters have Windwalker, by using Windwalker's Frostbite, or by combining Bitter Cold (Windwalker) and Ice Breath (Terroreyes).



Chapter 7: Summoners Not Included

2. Once the wasps' nest has been destroyed, use Terror powers to make mortals need to go to the toilet. Once they have finished doing their business, they flush the toilet, laying Raindancer to rest.

Raindancer's powers include:

- **Rain (Band 3):** This power causes rain to fall.
- **Haunted Hail (Band 7):** This causes strange things to fall from the sky, causing Belief and Structural damage.
- **Flood (Band 8):** This fills the area with water, which causes a big Terror hit, as well as considerable Machine damage.



Ghost Master®

Phase III: Resistance is futile

Your ghostly assault on the mortal realms proceeds apace...but there is still much to do. There are mortals who believe themselves untouchable, and you have unfinished business both at the university and the Calamityville house. You must teach mortals that resistance is futile—but to do so you have to defeat mortal opponents who have the power to banish your hauntings.

Because of your successes, three hauntings have been spared from other campaigns to join in the Gravenville Hauntings—Hypnos (a Sandman),

Quiver (a Spook), and Buck (a Horde). Quiver expressly requested a transfer to your pool of hauntings, claiming that he would feel safer working with you. Buck is of particular interest because of his capacity to be bound both Inside and Outside—a rarity among hauntings. He also likes having his belly rubbed.

The astral battle for Gravenville is now in full swing, and it's time to master some of the subtleties. First, if you have not already done so, browse the "Haunter Digest" and "Powers" sections. Then, you are ready for this "Intermediate Guide."



Chapter 8: Intermediate Guide to Haunting

Uneasy

Certain powers cause no Terror, Belief, or Madness but leave mortals in a state of mind particularly vulnerable to these effects. We call such a mortal "Uneasy." The next power to affect such a mortal is 50 percent more effective (for Terror and Insanity) and about 10 percent more effective for Belief.



The following Powers cause mortals to become Uneasy:

- **Distant Thunder (Noise, Band 2):** Most mortals become Uneasy (although those that are particularly afraid of storms suffer Terror instead).
- **Flower Power (Ground, Band 1):** All mortals in the area become Uneasy.
- **Fluster (Emotion/Madness, Band 1):** This makes a single mortal Uneasy.
- **Footsteps (Noise, Band 1):** Mortals with a Belief of 50+ become Uneasy.
- **Lingering Smell (Stench, Band 1):** Mortals with Belief 50+ or a Fear of Unclean become Uneasy.
- **Shattered Nerves (Emotion/Madness, Band 2):** All mortals in the area become Uneasy.

Other powers cause Uneasy as a side effect to their main effects. These include Bonfire, Creepers, Dominate, Possess, Quake, Sparkstorm, Strange Behavior, Twist Reflection, and Voice on the Wind. Additionally, Rattle Chains and Wail affect Uneasy mortals differently. Consult the "Powers" section for the full effects.

Madness

You've already seen the yellow-orange bar and aura associated with Madness. Powers that cause Insanity raise a mortal's Madness bar (see "Powers") and if a mortal suffers so much Madness that his bar fills beyond the white portion (representing Willpower) he goes Insane.



TIP

Insane mortals count as fled for the purposes of haunting goals (and for generating Plasm), therefore driving them Insane is an alternate way to complete your objectives. Because Madness is a permanent change (whereas Terror decreases as the mortal calms down) it can be easier to achieve for some mortals than getting them to flee.

Insane mortals help you haunt, as sane mortals are afraid of them for some reason. They do not increase the mortal's Terror, but they help keep everyone else on edge.

CAUTION

Do not use the powers that cause Insanity lightly. Insane mortals are more resilient to Terror, so if you must get someone to flee, Insanity may make your task harder.



Chapter 8: Intermediate Guide to Haunting



flavors of Horror

You may have noticed that each mortal's bio reports any known fears that a particular corporeal being holds. There are 12 flavors of Horror. You'll be more effective in your haunting if you can hit mortals with effects that strike at the heart of their insecurities. When you hit a mortal with Horror of a flavor he or she is vulnerable to, you cause more Terror than usual.

The 12 flavors of Horror are:

- **Normal:** This is equivalent to "flavorless" Horror.
- **Blood:** This is associated with the sight of blood.
- **Creepy Crawly:** Insects and spiders cause this flavor of Horror.
- **Darkness:** When the lights go out or vision is impaired Darkness Horror results.
- **Electrical:** Fear of electricity and appliances leaves mortals vulnerable to Electrical Horror.
- **Fire:** Some mortals harbor a particular weakness to flames.
- **Hunted:** The threat of being chased is associated with Hunted Horror.
- **Noise:** Scary noises freak out some mortals.
- **Storm:** The tumult of storms can be particularly frightening to some mortals.
- **Trapped:** Being unable to escape, or trapped in enclosed spaces, results in Trapped Horror.
- **Unclean:** Unpleasant smells and the like result in Unclean Horror.
- **Water:** Some mortals are afraid of water.

The "Powers" section provides the details as to which powers cause which flavors of Horror.



fears and Vulnerabilities

Conscious and Subconscious Fears give a mortal Vulnerabilities—flavors of Horror to which they are particularly susceptible. Mortals have a number of Fears that determine the effects of different flavors of Terror on them. In general, mortals have the following Fears:

- **Conscious Fears:** These determine the mortal's basic Vulnerabilities. The corresponding flavors of Horror receive a x2 multiplier.
- **Subconscious Fear:** This usually corresponds to one of the mortal's Vulnerabilities. The corresponding flavor of Horror receives a x3 multiplier.
- **Phobias:** The Phobia power gives a mortal an additional Conscious Fear (although he or she may have only one such Phobia at any given time).

VULNERABILITIES AND STRENGTHS

A Vulnerability applies when a mortal's Fears mean a particular flavor of Terror is more effective, and a Strength applies when Fears make certain flavors of Terror less effective. For example, a mortal with a Fear of Fire is not afraid of Water, and Water Terror affects such a mortal less.

The relationship of Fear to Vulnerabilities and Strengths is as follows:

Fear	Vulnerabilities	Minor Strengths	Major Strength
Blood	Hunted, Unclean, Water	Creepy Crawly, Electrical	—
Creepy Crawly	Unclean, Darkness	Fire, Storm	—
Darkness	Trapped, Hunted	Fire, Storm	—
Electrical	Storm, Fire	Blood, Darkness	—
Fire	Electrical, Trapped	Darkness	Water
Hunted	Noise, Trapped, Creepy Crawly	Electrical, Fire, Water	—
Noise	Darkness, Storm, Electrical	Blood, Unclean, Water	—
Storm	Electrical, Noise, Water	Creepy Crawly, Darkness, Trapped, Unclean	—
Trapped	Darkness, Fire	Unclean	Hunted
Unclean	Blood, Creepy Crawly	Noise, Storm	Water
Water	Blood, Storm	Creepy Crawly, Noise, Unclean	Fire



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When a mortal has two basic Fears (a basic Conscious Fear and a current Phobia), the highest appropriate multiplier takes effect.

For example, if one Fear indicates Water is a Strength (x1/2) but another Fear indicates Water is a Vulnerability (x1 1/2), it counts as a Vulnerability (x1 1/2). Similarly, if one Fear indicates Water is a Vulnerability (x1 1/2), but the other Fear is of Water, Water is treated as a Conscious Fear (x2).

The following table gives a summary of the relevant multipliers:

Fear	Flavor of Horror												
	Blood	Creepy Crawly	Darkness	Electrical	Fire	Hunted	Noise	Normal	Storm	Trapped	Unclean	Water	
Blood	x2	x1/2	x1	x1/2	x1	x1 1/2	x1	x1	x1	x1	x1 1/2	x1 1/2	
Creepy Crawly	x1	x2	x1 1/2	x1	x1/2	x1	x1	x1	x1/2	x1	x1 1/2	x1	
Darkness	x1	x1	x2	x1	x1/2	x1 1/2	x1	x1	x1/2	x1 1/2	x1	x1	
Electrical	x1/2	x1	x1/2	x2	x1 1/2	x1	x1	x1	x1 1/2	x1	x1	x1	
Fire	x1	x1	x1/2	x1 1/2	x2	x1	x1	x1	x1	x1 1/2	x1	x1/4	
Hunted	x1	x1 1/2	x1	x1/2	x1/2	x2	x1 1/2	x1	x1	x1 1/2	x1	x1/2	
Noise	x1/2	x1	x1 1/2	x1 1/2	x1	x1	x2	x1	x1 1/2	x1	x1/2	x1/2	
Storm	x1	x1/2	x1/2	x1 1/2	x1	x1	x1 1/2	x1	x2	x1/2	x1/2	x1 1/2	
Trapped	x1	x1	x1 1/2	x1	x1 1/2	x1/4	x1	x1	x1	x2	x1/2	x1	
Unclean	x1 1/2	x1 1/2	x1	x1	x1	x1	x1/2	x1	x1/2	x1	x2	x1/4	
Water	x1 1/2	x1/2	x1	x1	x1/4	x1	x1/2	x1	x1 1/2	x1	x1/2	x2	

There's no Fear or Vulnerability to Normal Horror.

SUBCONSCIOUS FEARS

A mortal's Conscious Fears are always related to her Subconscious Fears—this allows canny Ghost Masters to make informed guesses as to the Subconscious Fear even if all they have uncovered is the Conscious Fear.

The following tables show all the possible Subconscious Fears for each of the possible Conscious Fears and vice versa:



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Relationship of Conscious Fear to Subconscious Fear

Conscious Fear	Possible Subconscious Fears
Blood	Hunted, Unclean, Water
Creepy Crawly	Darkness, Unclean
Darkness	Hunted, Trapped
Electrical	Fire, Storm
Fire	Electrical, Trapped
Hunted	Creepy Crawly, Noise, Trapped
Noise	Darkness, Electrical, Storm
Storm	Electrical, Noise, Water
Trapped	Darkness, Fire
Unclean	Blood, Creepy Crawly
Water	Blood, Storm

Relationship of Subconscious Fear to Conscious Fear

Subconscious Fear	Possible Conscious Fears
Blood	Unclean, Water
Creepy Crawly	Hunted, Unclean
Darkness	Creepy Crawly, Noise, Trapped
Electrical	Fire, Noise, Storm
Fire	Electrical, Trapped
Hunted	Blood, Darkness
Noise	Hunted, Storm
Storm	Electrical, Noise, Water
Trapped	Darkness, Fire, Hunted
Unclean	Blood, Creepy Crawly
Water	Blood, Storm

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EXAMPLE OF FEARS

The following is a specific example drawn from an arbitrary mortal:

A certain mortal has a Subconscious Fear of Storm and a Conscious Fear of Electrical. The following list shows the multipliers for this mortal according to each of the type of Terror he could experience:

- Fear x1/2
- Blood x1
- Creepy Crawly x1/2
- Darkness x2
- Electrical x1 1/2
- Fire x1
- Hunted x1
- Noise x1
- Normal x1
- Storm x3
- Trapped x1
- Unclean x1
- Water x1



Note that this is identical to the Electrical line of the Fear Multipliers table, except that Storm (his Subconscious Fear) is x3 not x1 1/2.

Uncovering fears

Certain Emotion powers (learnable by Banshees, Phantoms, Shadows, and Sandmen) and Dream powers (learnable only by Sandmen) can reveal a mortal's Conscious or Subconscious Fear, causing them to be listed in the mortal's bio. Using these powers means you have more information available to aid your campaign of terror.

The powers in question are:

- **Uncover Fear (Dream, Band 1):** This reveals the Subconscious Fear of a mortal who is asleep or fainted.
- **Dreamthief (Dream, Band 3):** This is a stronger version of Uncover Fear, revealing a sleeping/fainted mortal's Conscious and Subconscious Fears.
- **Taste Aura (Emotion, Band 4):** Revealing only the Conscious Fear, it works on any single mortal.

- **Aura Reading (Emotion, Band 6):** Aura Reading is a form of Taste Aura that reveals the Fears of any number of mortals present.
- **Expose Fears (Emotion, Band 10):** The ultimate uncoverer of Fears, this reveals a group of mortal's Conscious and Subconscious Fears. Only Shadows and Sandman can learn it (and the Department of Clairvoyance reports that you will not find a Shadow who can learn Expose Fears in Gravenville).

CAPITALIZING ON FEARS

Certain powers become much more effective when Fears are known:

- **Whisper (Noise, Band 7):** This power is effective only after a mortal has been revealed to have a Fear of Noise. It then hits for Medium Noise Horror and Medium Insanity (see "Powers")—hitting these mortals quite hard.
- **Dream Demon (Dream, Band 8):** This power only affects sleeping or fainted mortals, and the effect of this power depends upon what is known about its target's Fears. In all cases it produces Heavy Horror and Medium Belief, but the flavor of Horror depends on what is known. If nothing is known, Normal Horror results; if a Conscious Fear is known, then Horror of that flavor results; and if the Subconscious Fear is known then Horror of that flavor results. (It therefore gets $x1$, $x2$, or $x3$ Terror according to what is known).
- **Voice on the Wind (Noise, Band 9):** This power reaches the whole haunting, but affects only those people on the road to Insanity (Madness 5+). If nothing is known about such a mortal's Fear, it makes her Uneasy. If a Conscious Fear is known, it causes Light Insanity and if a Subconscious Fear is known, it causes Medium Insanity. If you want to drive mortals mad, this power can be invaluable.

Some devious Ghost Masters choose their team around powers that use Insanity. Although it's a hard strategy to execute well, it can be both satisfying and effective to free mortals from their tediously sane minds.



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Roaming

A ghost is considered to be “roaming” whenever it is moving around. There are, however, many different ways in which this can occur.

PURSUIT POWERS

Pursuit powers implicitly allow haunters to roam to chase their target. This is why you sometimes find your Spook has moved—it pursued a mortal to a new location.



ROAM AT WILL

The order “You may roam at will” can be given to any haunter that is Domesticated (training level 3) or above. It allows a haunter to change its fetter without instructions from you. This means the ghost can switch to a different fetter if no one is near where you left it.

MORTALS AS FETTERS

We have already encountered the concept of a mortal as a fetter with Whirlweird who (like all Poltergeists) binds to Children. But this is only one of the ways in which a haunter may become mobile by fettering to a mortal:



- **Sleep Fetters:** Sandmen may be fettered to sleeping or fainted mortals.
- **Child Fetters:** Tricksters and Poltergeist can be bound to Children.
- **Possess (Possession, Band 7):** Specters, Manes, and Wights all may learn Possession powers and temporarily inhabit a mortal's body (treating the mortal as a fetter). The mortal's Belief slowly builds while the Possession continues.
- **Sleepwalk (Dream, Band 7):** Sandmen can turn a mortal into a mobile fetter by making him Sleepwalk.

In all cases, when a mortal is acting as a fetter she is immune to other haunting effects and will not flee.

VESSELS

Two families of haunter—Fetches and Tricksters—can create their own mobile fetter, known as a Vessel. These are mortal bodies made of ectoplasm. It seems much like a real mortal to the naïve warmbloods, but is secretly a mobile fetter for the ghost that created it. The two powers that create Vessels are:



- **Clone (Mirror, Band 7):** Fetches use this to copy a person who looks into the mirror that the Fetch is bound to. Other mortals mistake the Vessel for the mortal copied, with hilarious results.
- **Shapeshifter (Vessel, Band 7):** Tricksters can use Shapeshifter to take on new mortal forms, allowing them to wander around as if they were mortal.

Vessels allow Fetches to get out every once in a while and Tricksters to get around without a kid to ride. Once in Vessel form, haunters will wander around the haunting leaving carnage in their wake.

Should a mortal be unlucky enough to encounter a copy of himself, he suffers Heavy Normal Horror and Medium Insanity. If his instincts for self-preservation do not send him running away, he will faint.

BAND 7 ROAMING

Possess, Sleepwalk, Clone, and Shapeshifter all allow a haunter to get out and about. They are all Band 7 continuous powers (thanks to selective astral conditioning over many centuries) and therefore when a Mane, Wight, Sandman, or Fetch (and sometimes a Specter) reaches Band 7 it starts to roam.

Such a haunter cannot learn a continuous power above Band 7 (it would be hard to use it), but it can be in one of two different states: stationary (up to Band 6) or mobile (Band 7 and above). Because Plasm costs rise sharply above Band 6, wait until Plasm is flowing freely before giving these roaming haunters the freedom to leave their fetters.

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ROAMING AND RESTLESS SPIRITS

A restless spirit cannot roam, as it is chained to its fetter. However, the odd scamp has managed to stretch its chain just a little farther....

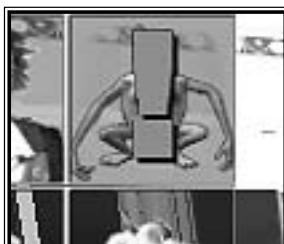
Banishment

Certain mortals can banish haunters. This unfortunate outcome means that the ghost in question can't help you for the rest of the current haunting. When you finish that haunting, you find the ghost back at your base of operations, nursing a dreadful ethereal hangover but otherwise fit for duty.

A mortal cannot banish a haunter without identifying its fetter, as this is where the banishing attack must be focused. Therefore the first you know of a banishment is when the "danger!" symbol appears on a haunter's image in the Haunter Pack to notify you that its fetter has been detected. At this point, it's possible to foil the mortal's plans by benching the attacked haunter.



Once the mortal begins her attack in earnest (accompanied by a change to the symbol on the pack), the haunter can no longer be benched, and the only way to prevent the banishment is to scare the mortal performing the attack so that she temporarily retreats. You must cause Terror equal to a quarter of her Willpower to do this.





MORTAL OPPONENTS

Many different types of mortal have the power to banish, but the Department of Clairvoyance has identified four types that you will encounter in Gravenville. Witches, mediums, and ghostbreakers are discussed in the sidebars to this guide. Learn about the fourth, priests, in the "Expert Guide to Haunting."

DETECTION

It is always easiest for a mortal opponent to detect a haunter's fetter if that haunter is using a power in the mortal's location (and the higher Plasm Band the power, the more the chance of detection).

Powers can be detected farther away in a haunting, but it's less likely. As ever, high Plasm Band powers are more easily detectible than low Plasm Band powers. As a general rule, Sprites and Disturbances are harder to locate than Vapors and Frighteners, and Horrors have the hardest time evading detection.



TIP

Your haunters are harder to detect on Band 0 because they cannot use any powers. Opponents can detect such a haunter only if they are in the same location.

HOLY SYMBOL

As well as various means of banishment, some opponents can use a holy symbol to stun a haunter for about 30 seconds. This interferes with the haunter's ability to charge powers, and for certain weak haunters it can actually banish them outright.

WEAKNESSES

Different opponents have different knowledge and abilities, and are therefore more effective against some haunters than others. "Haunters Digest" lists the weaknesses of each family of haunter (in the "Haunter Family" table), but the description of each opponent also lists the families they are strongest against.



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RESISTING MORTAL OPPPOSITION

Four basic strategies can be employed against any type of opponent:

- **Tactical Withdrawal:** *This has the least impact on your haunting tactics, but carries the greatest risk of losing a haunter. Whenever you see that a mortal has detected a haunter's fetter, bench that haunter. This protects it from attack. The risk in this tactic is that you may not have time to bench.*
- **Hit and Run:** *Bind your haunters, let them hit with their powers, then bench them and let them recharge (powers recharge even without the haunter being bound—they just can't use them unless they are in the field and receiving the Plasm to power them). This is effective at protecting against opposition, but can decrease the effectiveness of your haunting because you aren't giving your haunters much time in the field.*
- **Hide and Seek:** *This is a variation on the above, but instead of benching haunters, just place them on Band 0. This "camouflages" the ghost because it mutes the flow of Plasm, making that haunter much harder to detect.*
- **Alpha Strike:** *This is taking the battle to the enemy. If you bind a lot of haunters in the same area, and none elsewhere, you invite the opposition to engage you at that location. When they arrive, have your haunters hit with every power they have in the hope of driving the mortal(s) rapidly into retreat. Note that unlike a Terror Zone, which should be somewhere mortals come often, you can place your ambush site anywhere—the enemy is already looking for you.*

You may use these tactics in any combination, perhaps by leading off with an alpha strike, but then using tactical withdrawal on any haunters in your strike zone. When the ambush force has all been benched, switch to using hit and run on the mortal opponents.



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Phase III Plan of Attack

At first, you have a choice of two different hauntings:

- *Deadfellas* sends you up against the mob.
- *The Unusual Suspects* pits you against the police force.

Whichever one you complete gives you different assignments:

- Completing *Deadfellas* gives you *Facepacks & Broomsticks* as a possible assignment. You return to the Sorority House and face down some student witches.
- Completing *The Unusual Suspects* gives you *Poultrygeist*, which has you returning to Calamityville to lay something twisted to rest.
- Completing *Poultrygeist* gives you *The Phantom of the Operating Room*, which takes you to the hospital to take out some doctors.

When all these hauntings have been completed, you return to the woods:

- *The Blair Wisp Project* returns your attention to the Darkling, now partially summoned at the cabin in the woods.



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Hypnos (Sandman)

Here's your very first Sandman—use it wisely. Sandmen are a curious bunch, and Hypnos is no exception. Using Sleep to render people unconscious, Hypnos then can root out the mortal's Fears and terrify her with her dreams. Sleep is also a good way of knocking out mortal opposition. Hypnos is a Disturbance and therefore requires the same Plasm as a Poltergeist or Mane.



However, Sandmen can use powers at Band 10, although they require 200 pholts of Plasm to do so. Hypnos's key powers include:

- **Uncover Fear (Band 2):** Once Sleep has rendered a mortal unconscious, Uncover Fear can reveal his Subconscious Fear.
- **Sleep (Band 5):** This recharges quickly, allowing Hypnos to leave a trail of snoring mortals in its wake.
- **Dream Demon (Band 8):** Having used Uncover Fear to reach a mortal's Subconscious Fear, this power absolutely terrifies any mortal by allowing Hypnos to appear in the mortal's dreams in a form that strikes at the heart of her insecurities.

Quiver (spook)

This poor little Spook is terrified of just about everything. You already know how to use Spooks, so Quiver should slot right into your team.



- **Fool's Errand (Band 1):** Quiver is scared of most things and uses this power to send away mortals.
- **Tremor (Band 2):** We have already seen this power; it causes a small Terror hit and 1 point of Structural damage.
- **Insane Invitation (Band 4):** For some reason, Quiver feels much safer around mad people, and he likes to use Insane Invitation to bring them closer to him.

BUCK (horde)

Buck was the faithful dog of Old Man Carter, a self-made millionaire who lived in Gravenville. When Old Man Carter passed over, Buck loyally came along for the ride. His army of fleas, as loyal as their canine host, remain forever at Buck's beck and call. Carter is currently engaged in other activities, but has promised to rejoin Buck as soon as his other commitments have been discharged.

Buck's most interesting capability is the fact that he can be bound both Inside and Outside. This rare ability makes Buck one of the most versatile Hordes in the Haunter Committee's service—he can serve as both an outside guard and an upstairs guard, making him the ultimate guard dog. His starting powers are:

- **Scattered Swarm (Band 2):** A small band of fleas do Buck's bidding.
- **Dense Swarm (Band 4):** This power allows Buck to call upon all his fleas.
- **Chase (Band 6):** Perhaps chasing postmen, charity collectors, and sticks prepared Buck for this power, which allows him (and his fleas) to chase after a mortal, causing a reasonable amount of Terror.



student witches

Most witches have two types of attack: a holy symbol attack that stuns haunters (but banishes weak haunters), and a chanting attack that banishes any haunter, given time. These student witches are bad at what they do, and it can take them forever to locate a haunter. Even a ghost in the same location using a power may not be detected, and they have at best a 1 in 5 chance of detecting powers being used in nearby locations.



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The following haunter families are vulnerable to a witch's chanting attack, and are banished in about 30 seconds:

Gremlins

Hordes

Wisps

Spooks

Sandmen

All Elementals

Banshees

Thunder Spirits

Wendigo

Shadows

Wights

Specters

The other families are stronger against this type of attack and are banished in the following approximate times:

Fetches, Manes, and Poltergeists

55 seconds

Apparitions

60 seconds

Phantoms, Tricksters, Wights

80 seconds

Headless Horsemen, Wraiths

90 seconds



medium

Most spiritual mediums know a ritual to banish hauntings, and this ritual acts much faster than a witch's chanting. Furthermore, the medium has a much greater ability to detect hauntings than the student witches. She usually can find the haunter's fetter if it is using powers in the same location as her, and may have up to an 80 percent chance of detecting powers used nearby.

The following haunter families are vulnerable to the medium's ritual, and are banished in about 15 seconds:

Gremlins

Fetches

Sandmen

All Elementals

Banshees

Thunder Spirits

Tricksters

Wraiths

The other families are stronger against a medium and are banished in the following approximate times:

<i>Hordes, Wisps</i>	35 seconds
<i>Manes, Poltergeists, Spooks</i>	45 seconds
<i>Apparitions</i>	50 seconds
<i>Phantoms, Shadows, Wights</i>	60 seconds
<i>Headless Horsemen, Specters</i>	70 seconds



ghostbreakers

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Using technology of surprising sophistication for mortals, ghostbreakers are much stronger against hauntings. Do not engage one unless it is absolutely necessary. Not only can they banish, but their detection devices are accurate. They are guaranteed to find a haunter's fetter if the ghost uses powers in the same location, and they are likely to detect power use in neighboring locations. They also have as much as a 75 percent chance of finding an idle haunter in the same location (although this can be as low as 1 in 7 for Sprites). Because of this, hide and seek tactics may not work against ghostbreakers.

The following haunter families are vulnerable to ghostbreaker banishment technology, and are banished in about 10 seconds:

Poltergeists

All Elementals

Banshees

Thunder Spirits

Phantoms

Headless Horsemen

The other families can hold out a little longer and are banished after roughly the following times:

<i>Gremlins, Hordes, Wisps</i>	12 seconds
<i>Fetches, Manes, Sandmen, Spooks</i>	17 seconds
<i>Apparitions, Wendigos</i>	20 seconds
<i>Shadows, Tricksters, Wights</i>	25 seconds
<i>Specters, Wraiths</i>	30 seconds





Chapter 9: Deadfellas

Setting:	Motor Yacht
Objective:	Cause Mob Boss to Flee
Restless Spirits:	4 (Knuckles, "Flash" Jordan, Fingers, Wavemaster)
Difficulty:	Average
Team Size:	6 Haunters

If there's one thing the Haunter Committee cannot stand, it's when some smug mortal arrogantly declares that ghosts do not exist. Don Bartholomew, cocky and defiant, made such a boast saying, "There ain't no such ting as ghosts." It's time to prove him wrong. The mob boss and his cronies are relaxing on his luxury yacht moored off the coast of Gravenville. Either make him believe in the supernatural, or drive him away screaming.



Haunting Team

The Haunter Committee recommends the following team:

- Quiver
- Weatherwitch (*if she has not been laid to rest, Hypnos*)
- Buck
- Cogjammer (*if Lucky has been laid to rest, she is substituted*)
- Ghastly (*if Static or Electrospasm have been laid to rest, they are substituted instead*)
- Aether (*if Raindancer has been laid to rest, she is substituted*)

The goal of this haunting is to build the mob boss's Belief, and therefore Belief powers are of great importance. However, consider the needs of the restless spirits when selecting a team.

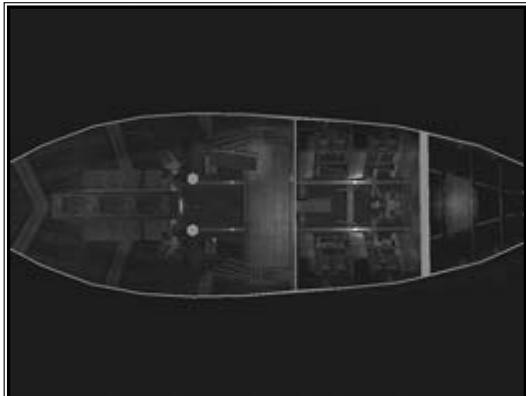
In general you want the following:

Chapter 9: DeadEllas

- **Versatile, Plasm-cheap Haunters:** Make sure at least two of the team are Plasm cheap and can be bound Inside (Quiver and Buck work in this role, although any Spook or Horde will do). You need them to get the Plasm flowing at the start of the haunting, and also to keep the mortals moving around the ship.
- **Banshees:** The long corridors on the yacht make Banshees especially useful. It may even be worth taking both Weatherwitch and Moonscream. Weatherwitch's Siren Song is one of many assets she brings to the team.
- **Belief Builders:** The best methods of building Belief are possession (Danse Macabre especially), Telekinetic powers and weather effects caused indoors. You doubtless have Weatherwitch available, which is a good start. A means to Possess ("Flash" Jordan, Knuckles Malone) and a source of Telekinetic powers (Fingers) are available as restless spirits if you find yourself short of spaces in your team.

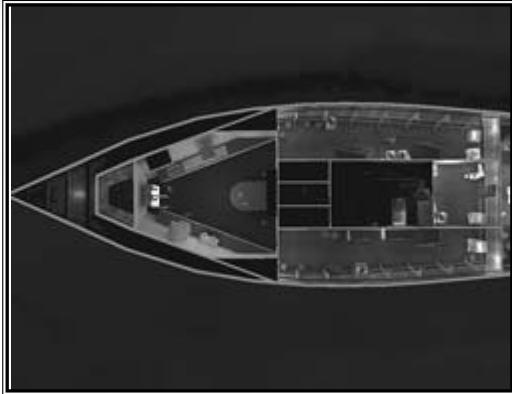
Additionally, if you plan to lay all the restless spirits to rest, take Lucky (for laying to rest Knuckles) and Raindancer (for laying to rest Wavemaster). Don't forget that you can use the Time Gate to go back and pick up any restless spirits you missed.

The Haunting Site

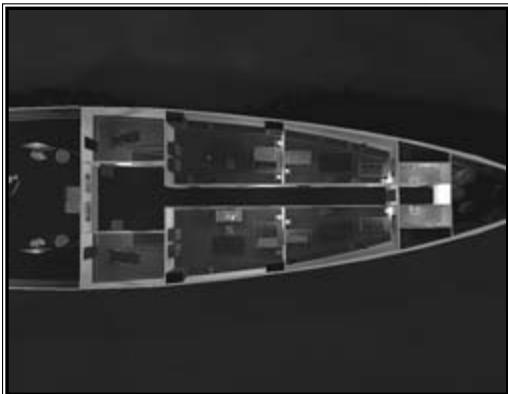
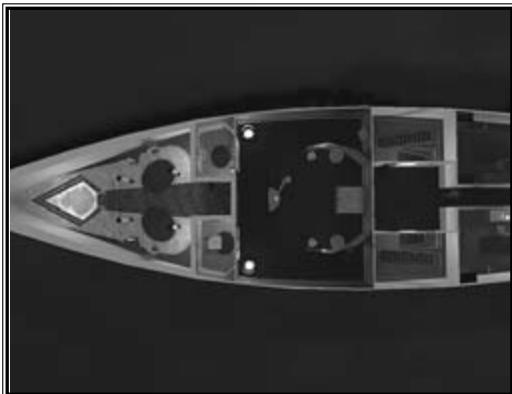


The lowest deck features the engines and bilges. The engine provides Electrical and Emotional fettering, but this area of the boat is otherwise sparsely fettered.



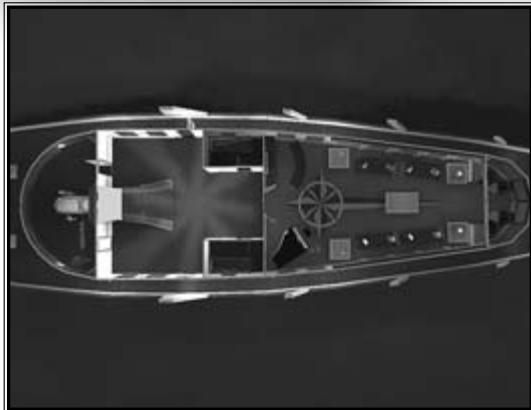


This deck contains the kitchens and storerooms. There is a light scattering of Electrical and Water fetters on this floor, and the oven in the kitchen retains useful traces of Emotional events.



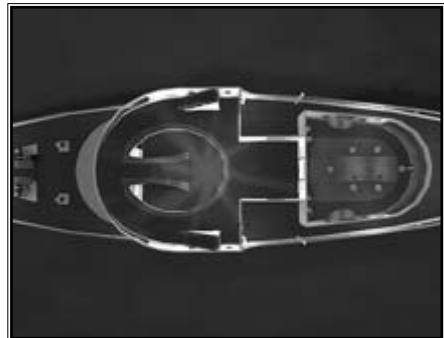
Sleeping quarters can be found on this deck. The don's bed, housed in the particularly tasteless room, acts as a Violence fetter. This deck features numerous bathrooms, each containing Water fetter possibilities.

Chapter 9: DeadEllas

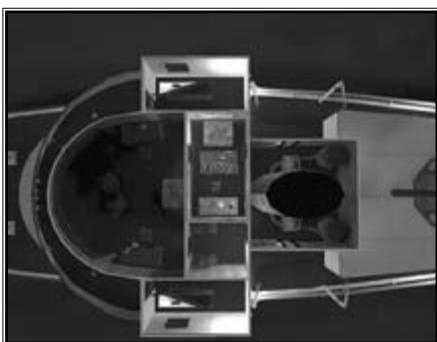


The entertainment deck features greater fettering opportunities. Fingers's piano was a site of Murder, though he requires laying to rest before it can be used for other hauntings. The roulette table incorporates Electrical and Murder fetters, making it the greatest density of psychic residue upon the ship.

The ship decking is Outside, and so offers appropriate haunting opportunities.



The dining room has little to offer by way of fetters, but any ghost that binds Inside can bind here.



The bridge features Emotional resonance around the wheel, and some Electrical fettering options.



FRAGILE OBJECTS

The following objects can be destroyed through the use of appropriate damage effects:

- **Urn (2 points of Structural damage):**

This urn contains "Flash" Jordan's ashes (and presumably the don's grandmother's as well—not a pleasant blend).



The Mortals

Name	Bio
Don Bartholomew	A natural gangster, Don Bartholomew cannot forgive his enemies, as he has already killed them.
Ray Hill	Ray has risen rapidly through the Mafia ranks to become Don Bartholomew's right-hand man.
Jessica Lovejoy	Jessica has a vicious streak and knows how to use her feminine wiles.
Karen Bracco	Karen is deeply in love with Ray Hill and is ruthless in supporting him.
Eddie Venus	Despite being a little nervous, Eddie is a solid croupier.
Captain Merrill MacLeod	Captain MacLeod used to have a happy ship, until the mob took over.
Jude Klous	Jude is a dedicated cook, always trying to please people.
Julie Tewes	Julie keeps the ship running smoothly.
Robert Conway	Despite being a first-class goon, Robert will never be a made man.
Joe De Vito	De Vito is a loose cannon; a dangerous mob goon.
Frank Batts	Frank is a loyal mob goon.
Tony Bunz	Tony is a run-of-the-mill goon.

DON BARTHOLOMEW

Head of the local Mafia for as long as anyone can remember, Don Bartholomew is a self-assured skeptic who is utterly convinced that he is right. This sort of behavior is intolerable in any mortal, but when they start publicly denying the existence of ghosts they make themselves a target. He has only his own foolish mouth to blame....



Chapter 9: Dead Fellas

Strategic Plan

INITIAL PLASM

It's a nervous business being around the mob, and this makes your starting situation comfortable. Don't waste too much time before getting the Plasm flowing, however.

Mean Terror: 2.6 percent

Starting Plasm: 90

MAIN OBJECTIVES

Build Belief or Cause Don Bartholomew to Flee

Tackle the various lay-to-rest problems before turning your attention to the mob boss. However, once you do, there are a number of options:

- Possession builds Belief constantly, so you can Possess the don and just wait. This is the simplest, but least satisfying, solution to his low Belief.
- A general assault with the usual Belief powers (especially Telekinetic powers and Weather powers used inside) will work.

Provided you know which of your ghost's powers build Belief, you'll have no trouble in completing this goal.

GOAL SCORES

Mob Boss Fled: 250,000

Restless Spirits: 75,000 for each haunter laid to rest

Knuckles Malone (specter)

He used to be one of the don's favorites, but he had a terrible gambling addiction. The croupier, Eddie Venus, was so afraid of the don that he cheated at the roulette table so that the house never lost. When Knuckles caught Eddie cheating, the deceitful croupier shot him dead with a derringer. Knuckles wants revenge.

The kind of justice Knuckles is looking for is poetic—scaring the croupier away won't be enough. You must break the bank at the roulette table to truly exact revenge.

- *Charm any player at the roulette table so that he always wins. Lucky's Charm is a good bet.*
- *Jinx the croupier so that the house always loses. Cogjammer's Jinx will suffice, or use Lucky's Luckstorm—this has a good chance of Jinxing the croupier, and creates a pool of lucky gamblers in the process!*

Knuckles is a Specter, like Ghastly. Choosing between the two for hauntings when you want a Specter is mainly a matter of personal preference, as both are haunting machines. Knuckles's Possess allows him to be more mobile, however, and his Cold power is stronger than Ghastly's Bitter Cold. His more interesting powers include:

- **Ice Breath (Band 4):** This creates a significant drop in temperature. Combine it with another Cold power for maximum potency.
- **Terrorize (Band 6):** One of the best "vanilla" Terror powers, it causes Heavy Normal Horror to a group of mortals. It has no Belief side effects, however.
- **Possess (Band 7):** This allows Knuckles to get out and about, and gradually builds the Belief of the mortal whose body Knuckles has occupied.
- **Scared to Death (Band 8):** Although this causes no more Terror than Terrorize and hits only a single mortal, it guarantees that the affected mortal faints, which lowers her Willpower and can be useful for many other reasons (such as keeping the mortal around for a while, or creating a fetter for a Sandman).



"Flash" Jordan (Mane)

Flash, a reporter, attempted to get the scoop on the don at his grandmother's funeral, but when things got tight she hid in the coffin—and ended up cremated. She is now ash in an urn in the don's bedroom (he still thinks that the ashes belong to his beloved Nonna). She cannot Possess any mortal from within the urn and needs a hand getting out.



- 1(a). A Water Elemental could use Hailstones or Haunted Hail to smash the urn.
- 1(b). Quake (Banzai, or Stonewall if he has been taught it) or two combined Tremor effects (Stonewall plus Quiver) will also work.
- 1(c). Hurricane force winds can also be used—combine Whisperwind's Tempest and Aether's Gather Winds... over sufficient time, the wind will become strong enough to smash the urn.
2. Flash automatically possesses the first mortal she encounters after her release from the urn.

Perhaps years of sniffing out leads has given Flash the ability to kick up a stink. She's a Mane who's not at all afraid to put Stench powers to use. Her more interesting powers include:

- **Suspicious Stench (Band 3):** Capturing the essence of her mortal inquisitiveness, this odor can attract nearby mortals.
- **Queasy (Band 5):** A quick charging Unclean Horror power, Queasy is a solid haunting power, especially where people who are afraid of contamination and filth are in abundance.
- **Terrorize (Band 6):** Although it is unsophisticated, this is one of the best basic Horror powers around.
- **Possess (Band 7):** Every ace reporter has to get around somehow, and this power provides Flash with the freedom to move around in search of a scoop.

Fingers (phantom)

This old pianist is tethered to the piano in the lounge, where he died. (The body was disposed of by being given concrete boots and then hurled overboard.) Fingers is a professional, and doesn't mind being dead so much—he just wants to finish the tune he was playing. The trouble is, he can't quite remember what the tune was.



Around the boat, three mortals are whistling or humming different tunes, and bringing them into the lounge allows Fingers to comment whether or not that is the right tune. Once the right tune has been found, Fingers can use his powers of telekinesis to play the tune on the piano.

- 1(a). *Test each of the tunes by herding the mortals into the room with the piano, where Fingers will tell you if it's the right one. All the usual herding methods work, but a simple method is Weatherwitch's Siren Song in the corridor outside coupled with a Horde to push the mortal away from wherever he started.*
- 1(b). *Our reports suggest that the cook (who is whistling Bach's Toccata and Fugue in D Minor) is carrying the tune that Fingers wants. Save time by going straight for the cook, if you wish.*
2. *Once he has heard the correct tune, Fingers uses his telekinetic powers to play it on the piano.*

Fingers has a number of powers you've seen on other ghosts, such as Tremor and Dread, but here are a few you may not be familiar with:

- **Aura Reading (Band 6):** *The pianist always had great people-watching skills—this power reveals the Conscious Fears of a group of mortals.*
- **Spooky Stack (Band 7):** *This power stacks up a group of objects in a curious construction that just can't be natural in origin. Mortals seeing this suffer Heavy Belief.*
- **Unearthly Calm (Band 8):** *The essence of Fingers' most tranquil music fills mortals with a sense of peace and calm that prevents them from screaming, fleeing, or suffering any kind of Terror (Belief and Insanity effects remain the same). Although this may seem to be the opposite of what you want, there are times when calming mortals on the brink of fleeing means the difference between success and failure.*

wavemaster (water elemental)

Wavemaster is trapped in the boat's bilge water and needs help to get free.

To lay Wavemaster to rest it is necessary to operate the bilge pump, pumping Wavemaster out to sea. Trouble is, the machinery is temperamental, and Gremlin powers are too unsophisticated to work it. You need to persuade a mortal to turn on the bilge pumps.



1(a). Use Rain (*Raindancer is the obvious choice*) to make it wet in the lower decks.
This encourages any mortal present to turn on the bilge pumps.

1(b). Flood (*Raindancer once again*) also has the same effect.

1(c). Finally, Leak (*Boo could use this here*) can prompt someone to go and turn on the bilge pumps.

2. In all cases, you need to bring a mortal below decks by the usual methods (*Noise powers may be best*) to witness the problem and operate the pumps. Provided the engineer, Julie Tewes, has not been scared away, she eventually comes and checks on lower decks, so you can just wait if you wish.

One of the interesting possibilities presented by Wavemaster is the potential to train this spirit into what might be considered a Blood Elemental by teaching Gore and Seeping Blood. Wavemaster's more unusual powers include:

- **Fog (Band 1):** Ah, the gentle sea mists. They add atmosphere to any haunting—and mortals who are afraid of Darkness will be somewhat nervous about this threat to their vision....
- **Hailstones (Band 4):** For all those mortals who are afraid of water, here's water in a form that hurts! It's most useful for smashing things that are suitably fragile.

Chapter 10: The Unusual Suspects

Setting:	Police Station
Objective:	Empty Police Station
Restless Spirits:	2 (Electrospasm, Blue Murder) plus secret haunter (Banzai)
Difficulty:	Average
Team Size:	6 Haunters

Welcome to Hell Street Precinct Station. Here the local cops are dealing as best they can with the situation in Gravenville...little do they know what is about to befall them. Terrifying the police station leads to general fear in the mortals of Gravenville—they like to believe the police are protecting them, but who will protect the police from you?

Some old friends are also here. The Hutzes are waiting for news on their case because they want to move back home. Some of the frat boys were arrested for leaving chaos in their wake when they fled the Fraternity House, and even our unhinged professor is in jail, under suspicion of dark and questionable acts. I'm sure they'll be delighted to see you've followed them here.



Haunting Team

The Haunter Committee recommends the following team:

- *Cogjammer (if Static has been laid to rest, he is substituted)*
- *Buck*
- *Aether (if Wavemaster or Raindancer have been laid to rest, they are substituted)*
- *Wendel*
- *Hypnos (if Maxine Factor or Terroredeyes have been laid to rest, they are substituted)*
- *Ghastly (if Arclight has been laid to rest, he is substituted)*

The ultimate goal of this haunting is to get all the mortals to flee, and so everything you have learned about scaring mortals can be put to use here. Any decent Terror and Belief team can do great work in the police station, and apart from

Chapter 10: The Unusual Suspects

your needs in laying ghosts to rest, you can take your favorite haunters here and watch them do their thing.

In general, you want the following on your team:

- **Plasm Cheap Haunters:** You need Sprites or Disturbances to build your Plasm at the start of the haunting. Cogjammer, Buck, Quiver, or any similar spirit work well. (If you take Quiver, be sure to have taught him Terror powers—otherwise bring a different Spook).
- **Wraiths not Specters:** A shortage of Violence fetters and a prevalence of Electrical fetters make Wraiths a good choice for “shock haunters” in this haunting.
- **Morgue Mane:** A Corpse fetter in the morgue makes a good starting point for a Mane. Arclight is always fun, but if you have Flash, her Suspicious Stench can increase traffic through the morgue.
- **Outside Guard:** At least one haunter to guard the front door is useful, but not essential. Taking Buck is ideal—you can use him inside, and then switch him to outside guard only if you have problems with mortals in the street.

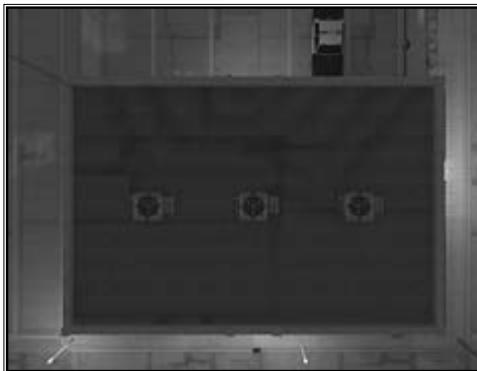
For laying to rest the ghosts in the police station, you need to find space for Elementals. Raindancer is definitely worth bringing, as she allows you to lay to rest Electrospasm for use further afield. If you want Banzai, you must bring Stonewall too. (Remember you can always nip back through the Time Gate to get any haunters you miss the first time). Finally, you may want to take Hypnos to play detective in the mystery of Blue Murder’s death.

The Haunting Site



The lower level of the police precinct features two fetters of specific interest; a case of money in the evidence room, which is involved in a Murder investigation, and a Corpse fetter in the morgue for your Manes.

The upper floor of the police precinct was apparently made for haunting. Electrical fetters abound, specifically in the central office, while the bathroom provides Water options and a large Mirror. The Captain's office contains numerous fetters, including a gun (Violence) upon the wall. Meanwhile, the captain's prize bonsai offers Earth fettering in the reception area, which also features a handy Water cooler and, when on duty, the drowsy Officer Russo.



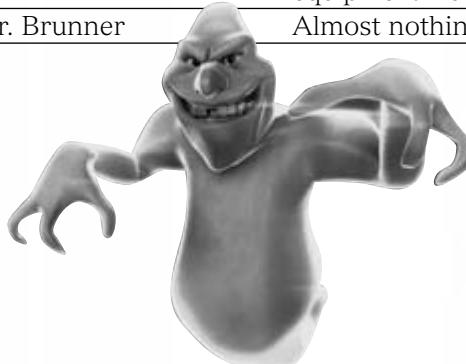
The dreary grounds of Hell Street precinct are mostly devoid of fetters, but there is a little patch of Earth, along with Thoroughfares and Outside fetters. Additionally, the squad car acts as an Electrical fetter.

The Mortals

Name	Bio
Captain Frank Travanti	Captain of the Hell Street Precinct, Frank spends a great deal of time admiring his bonsai tree.
Sergeant Stan Proskey	The dedicated and officious desk sergeant of the precinct station, Stan has a recurring dream that he's Kirstie Howe's father—or is it Kirstie Chase?
Detective Norman Franz	His brusque manner belies his excellent detecting skills.
Officer Megan Russo	Officer Russo has been working so hard for her promotion that she hasn't slept in days.
Officer Kate Crouse	Officer Crouse generally acts as the radio operator for Hell Street Precinct.

Chapter 10: The Unusual Suspects

Dr. Klugman	The station's forensic pathologist has dissected too many cadavers to believe that ghosts exist.
Officer Andrew Haid	Officer Haid has been bored stiff during his stint as the officer in charge of the evidence room.
Officer Robin Sutton	Officer Sutton deals with most of the duties in the processing room.
Magenta Quinn	Magenta is tired of being thought of as riffraff.
Ted Gable	The muscular leader of the Alpha Tau fraternity has ended up in jail for disorderly behavior.
Matt Burke	Matt has ended up in jail along with his Alpha Tau buddies for disorderly behavior.
"Obi Wan" Shinobi	Shinobi can scarcely believe he's ended up in jail for the night.
"Weasel" Stratton	Weasel is mostly responsible for the incident that got the four Alpha Tau boys in jail for the night.
Diane Hutz	Diane and her husband are being questioned about the bodies that were found in their house.
Steve Hutz	Steve and his wife are being interviewed about the Calamityville Murders.
Carol-Anne Hutz	Carol-Anne is an irritating little girl who could almost be cute, if she could just shut up. She's afraid of guns and fireworks.
Smiley O'Conner	He's a no-good street punk.
Homer Clinton	Homer is Smiley's partner in crime.
Cameron Shaft	Cameron is used to being in jail.
Julie Wu	Julie keeps a little white rat as a pet.
Ursula Kudrow	Ursula has been called in as a witness.
Dr. Krauss	While investigating the disappearance of Dr. Krauss's wife, the police found disturbing experimental equipment hidden in Dr. Krauss's house and arrested him.
Dr. Brunner	Almost nothing is known about this mysterious figure.





DETECTIVE NORMAN FRANZ

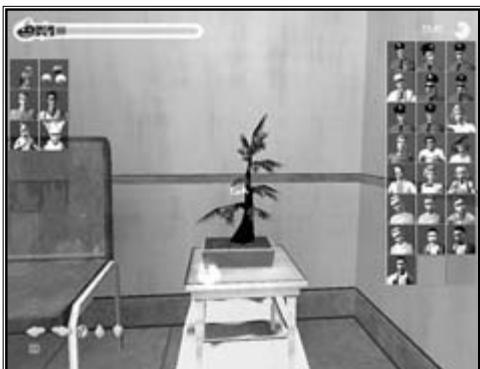
The Bureau of Astral Affairs has identified this mortal as the person ultimately responsible for the death of the mortal who has become Blue Murder (see sidebar). A bent cop on the take, the mortal precursor to Blue Murder was causing him problems and had to be taken out of the picture.

Her death has left him feeling uncomfortable, however, and an examination of his dreams will bring to light the dark recesses of his greedy soul.

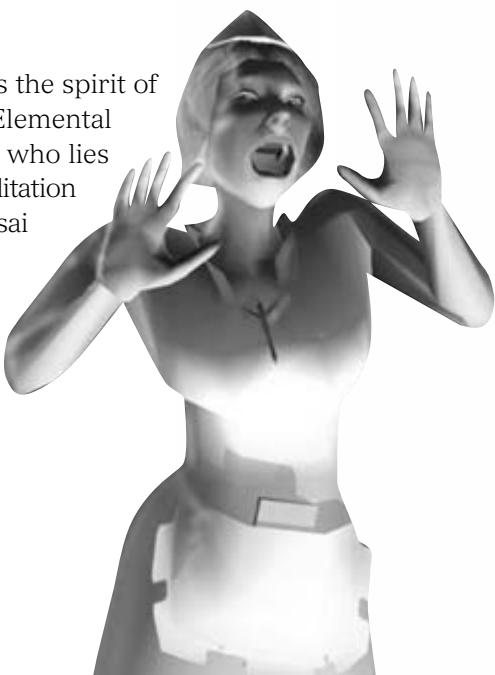


CAPTAIN FRANK TRAVANTI

Captain of the Hell Street Precinct Station, Captain Travanti takes good care of a bonsai tree given to him by Zen Buddhist monks on an exchange program with a Japanese police force.



This tree holds the spirit of a loyal Earth Elemental named Banzai who lies in hidden meditation within the bonsai itself (see sidebar).



Chapter 10: The Unusual Suspects

THE PROFESSOR OF THE OCCULT

Dr. Krauss's fortunes have been ill indeed since you scared him away from the cabin in the woods. When the police investigated the disappearance of his wife (now the Banshee Moonscream, who perhaps works for you already) they found disturbing experimental equipment hidden in his house and placed him under arrest.



The Department of Clairvoyance detects that a mysterious woman, Dr. Brunner, will turn up at the police station if sufficient stress is placed upon Dr. Krauss's mind or heart. Her connection with the professor, motives, and background remain a mystery. Be on the lookout for this mortal and watch what she does. Do not interfere—for now, at least.

Strategic Plan

INITIAL PLASM

Plasm is not in great supply at the start of this haunting, so your first task must be to secure your supply of Plasm.

Mean Terror:	1.9 percent
Starting Plasm:	70

MAIN OBJECTIVES

Empty the Main Station

Your objective is straightforward, and all your usual haunting skills and abilities apply. You may have to use different hauntings to those you are used to, however, because Specters and Phantoms will struggle to find useful fetters in the police station.

Consider turning your attention toward laying to rest the spirits in this location before you begin to remorselessly terrify the cops.



Empty the Cells

The prisoners in the cells present a problem—they cannot easily flee while they are behind bars. Fortunately, there are several solutions.

- The most direct approach is to use Electrical powers on the door controls in the cell corridor. Spark, Strange Behavior, Sparkstorm, Wild & Crazy, etc. all work to unlock and open the doors, allowing the mortals to attempt to escape. The cops may bring them back to the cells, however, if they aren't too distracted.
- If things are quiet in the police station, there will eventually be what mortals call a "lineup." Various people from the cells are taken to the lineup room and paraded. This is a great time to strike.
- If you harbor a vicious streak, you can drive the mortals in the cells Insane (they still count as fled). This is helped by the fact that if they are driven to flee but cannot, they gradually are driven mad by their inability to escape.

GOAL SCORES

All Mortals Fled or Insane: 250,000

Restless Spirits: 75,000 for each haunter laid to rest

Electrospasm (wraith)

This spirit born of an executed criminal, Harold Smears, is bound to the electric chair. He was the last person to die in the precinct, seconds before the governor's call would have announced that the state was discontinuing capital punishment. The chair has been disconnected, with Harold's spirit (now Electrospasm) trapped within. It requires your intervention before this Wraith can flow into the electrical systems of the police station.



- The storage room where Electrospasm's chair is held has a sink—a Water fetter—as well as an Electrical fetter. Flooding the room and then making the Electrical fetter live (use Spark or Sparkstorm) completes the circuit. (Using Jinx can also work: If the Jinxed mortal touches the light switch in the flooded rooms, it completes the circuit through his body.)

Chapter 10: The Unusual Suspects

- If a thunderstorm is invoked (wind force 5 or more plus rain), lightning will strike the building and spark from the socket to the chair. This completes the circuit, allowing Electrospasm to escape the chair, laying him to rest.

Electrospasm is good a all-around Wraith, with similar abilities to Static. However, the circumstances of Electrospasm's death have given him the power to do unto others as they did unto him.

- **Surge (Band 8):** A shocking power, it electrocutes any mortal nearby, causing Heavy Electrical Horror, as well as totaling any fragile electrical equipment and blowing every fuse in the area. This power is Harold Smear's revenge for a justice system that was slow in its mercy.

Blue Murder (Apparition)

This cop was killed in the line of duty as a result of the machinations of a crooked cop in the station. She doesn't know who it is, but she knows it has something to do with a suitcase of money held in the evidence room.

There are two ways Blue Murder might be laid to rest, the first with a little detective work:



1. Officer Russo is exhausted. Gravenville had always been such a quiet little town, but now it seems everyone is reporting all sorts of full moon weirdness. She hasn't slept in days. She keeps almost falling asleep at her desk—but when she dozes off, a swift jolt of java from the station's coffee machine wakes her up. If you disable the coffee machine with Electrical powers (Spark, Sparkstorm, etc.) the next visit she makes to the coffee machine results in her returning to her desk empty-handed and she falls asleep.

2. A sleeping mortal is the perfect place for a Sandman. Bind Hypnos to her.



- 3(a). Using *Sleep* and *Uncover Fear*, Hypnos can look deep into the psyche of a mortal and uncover her darkest anxiety. If you use *Noise* or similar powers to draw mortals to the lobby, you can investigate each cop until the bent officer is revealed.
- 3(b). Alternately, use Hypnos' *Sleepwalk* to take Officer Russo on a somnambulistic investigation. It's only a matter of time before *Sleep* and *Uncover Fear* identifies the crooked police officer.



4. Once Blue Murder knows the guilty party, bring him to her for justice to be served. Her *Obsession* power should do the trick (although *Hidden Maze* has a chance of working too), allowing her to exact her just revenge.

Alternately, perhaps the money in the suitcase could be used to tempt the dirty cop into pocketing a little cash, revealing his nefarious lack of morals.

1. Whoever is the guilty party, he won't steal evidence while the evidence room officer is on guard. Drive Officer Haid away, perhaps with a *Horde* or a *Wraith* bound to his computer.
2. Attract the crooked cop to the evidence room—the money acts as a *Murderfetter*, so Apparitions can be used.

The spirit of a dutiful cop, Blue's dedication to her job fuels her capacity to give mortals an irresistible desire to investigate her fetter. This Apparition's powers of note include:

- **Hidden Maze (Band 3):** This allows Blue to translocate a mortal passing through a random door such that they appear in her location. Consider it a legal summons.
- **Obsession (Band 7):** The ultimate Attraction power, just a taste of Blue Murder's spirit will compel most mortals to come and investigate.

Chapter 10: The Unusual Suspects

Banzai (Earth Elemental)

This Earth Elemental used to live in harmony with Zen Buddhist monks in Japan. It was at their monastery that he began meditating in a bonsai tree, which has since come into the possession of Captain Travanti, who cares for it. His spirit hidden within the little tree, the Earth Elemental rests in tranquility.

If you attempt to bind another Earth Elemental (Stonewall) to the place where his spirit lies, Banzai snaps out of his trance. Heedful of the Earth Elementals' long alliance with the Haunter Committee, he offers his service to you once awakened.

His strength of mind is matched by the potency of his powers, which harness the forces of nature:

- **Creepers (Band 3):** *Perhaps his attunement with vegetation allows him to summon these plants, which cause Light Normal Horror and may make mortals Uneasy.*
- **Twisted Vines (Band 4):** *More unearthly than his creepers, these vines cause Light Normal Horror and Light Belief.*
- **Trap (Band 6):** *The stillness of Banzai's mind can paralyze a mortal such that he can only picture a single lotus flower. This power simultaneously causes Medium Trapped Horror and lowers Willpower.*
- **Quake (Band 7):** *Only a spirit who has learned to be at one with the ground can unleash this terrible earthquake that destroys the most fragile of objects anywhere in the haunting. When Banzai recites the shinshin sutra to unleash this quake, it also causes Medium Normal Horror and makes mortals Uneasy.*



Chapter 11: Facepacks & Broomsticks

Setting:	Sorority House
Objective:	Cause witches to flee
Restless Spirits:	3 (Firetail, Tricia, Hogwash)
Difficulty:	Average
Team Size:	6 Haunters

The Kappa Lambda sorority has become cautious since the haunting of the Alpha Tau Frat House. Wary of another attack against the sorority, they have invited three new pledges—a coven of student witches. The Haunter Committee cannot allow mortals to believe they are safe: find a way to drive away the witches, a task made more difficult by the witches' Circle of Protection, which they have erected in the cellar.



Haunting Team

The Haunter Committee recommends the following team:

- *Stonewall (if Wavemaster or Raindancer have been laid to rest, they are substituted)*
- *Cogjammer*
- *Shivers (if Fingers or Electrospasm have been laid to rest, they are substituted)*
- *Wendel*
- *Aether (if Whisperwind has been laid to rest, she is substituted)*
- *Buck (if Windwalker or Banzai have been recruited, they are substituted)*

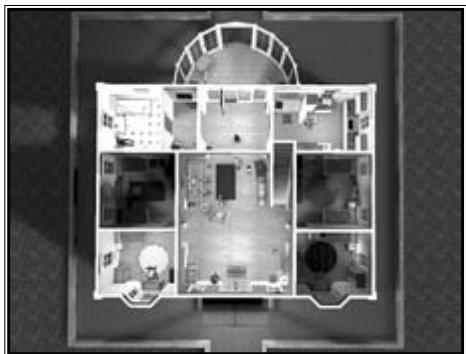
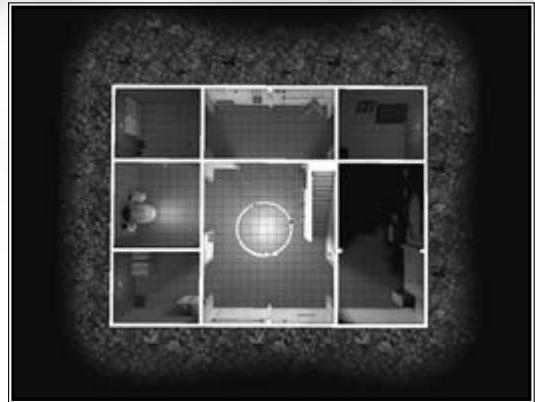
Your goal for this haunting is to get the three witches to flee, so everything you have learned about terrifying mortals applies. You may choose almost any haunting team. However, you must eliminate the problem presented by the Circle of Protection, and for this you want Elementals (see "Main Objectives: Disable the Circle of Protection").

If you take an Elemental of every type you have (Earth, Air, and Water) you can take any other haunters you wish, secure in the knowledge that you can achieve victory.

Chapter II: Facepacks & Broomsticks

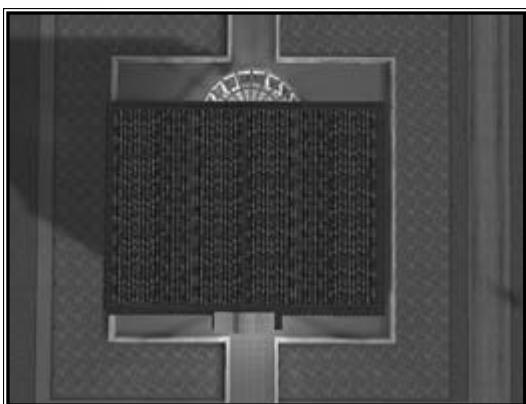
The Haunting Site

The greatest change in the Kappa Lambda Sorority House since *Haunting 101* lies in the basement: an impressive magical Circle of Protection erected by the student witches. This Circle is constructed of all four Elemental fetters—Air, Earth, Fire, and Water. The basement is an important site in this haunting, and features an Emotionally attuned washing machine.



The fettering terrain of the second floor remains identical to that found in *Haunting 101*, but the Mirror and Water fetters in bedrooms and bathrooms are useful this time around.

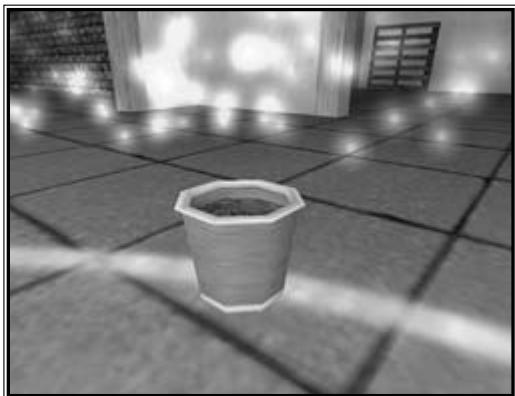
All your favorite haunting options remain within the Sorority House, including the handy Emotionally charged rug. When poor Hogwash has been laid to rest, the pumpkin lantern in the conservatory may be used as a Fire fetter.



The grounds are still best guarded by Outside, Thoroughfare, or Earth fettering ghosts.

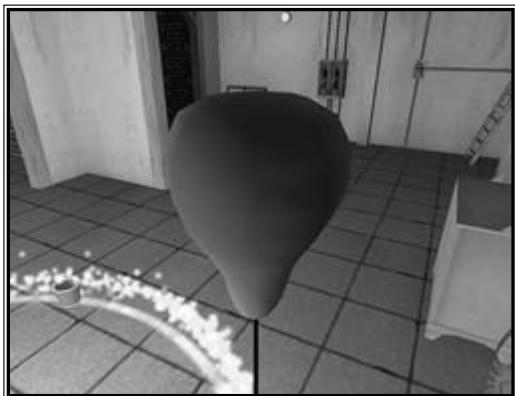
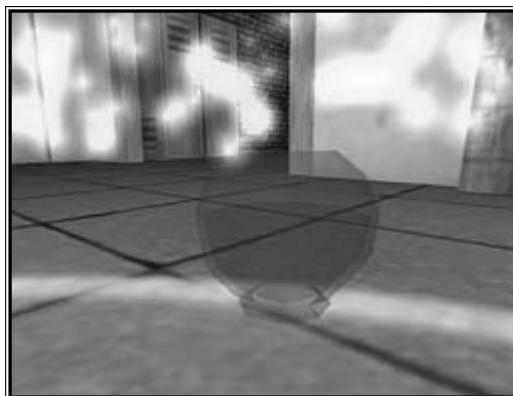
FRAGILE OBJECTS

The following objects can be destroyed through the use of appropriate damage effects:



- **Goldfish Bowl (1 point of Glass damage):** This is the ceremonial object for west (Water).

- **Plant Pot (1 point of Structural damage):** This is the ceremonial object for north (Earth) in the witches' Circle of Protection.



- **Balloon (2 points of Structural damage):** A mere pinprick would pop this ceremonial object for east (Wind), but alas damage effects tend to be rather blunt. It takes more than a mere Tremor to pop this balloon.

Chapter II: Facepacks & Broomsticks

The Mortals

Name	Bio
Felicity Farnsworth	Vain and bitchy, Felicity hangs around Ted Gable like she owns him.
Nancy Schachter	Nancy is eminently forgettable and scared of anything with more than four legs.
Blair Whelchel	Blair is a spoiled brat and hopelessly self-centered.
Karen Fuller	Even a fake plastic spider would make her faint; Karen hates to be left alone.
Helen Highwater	A pushover when not provoked, Helen is dating Matt Burke and cannot bear dirt and grime.
Ally McStick	This law student hangs around Ted Gable and is so slender a light breeze might knock her down. She is terrified that earwigs will lay eggs in her brain.
Joanna Fields	Jo is a bit of a tomboy and can get very aggressive, but she can't stand the sight of blood.
Cindy Haddock	Cindy has a highly skeptical mind and is spooked by loud noises.
Cher Medford	This student witch is a fairly clueless Wiccan.
Susan Spofford	Another student witch, she's a confused and unhinged pagan.
Michelle Ridgemont	Student witch; Michelle is a nervous and somewhat crazy witch in training.
Ted Gable	The muscular leader of the Alpha Tau fraternity, his bravado is all for show. Fires make him very nervous.
Matt Burke	He's more into his own rugged good looks than those of his girlfriend, Helen Highwater.
Tony Tupulo	Playful but quiet, he has a kind of relationship with Karen Fuller and is unsettled by the sight of blood.



STUDENT WITCHES

These mortals are your targets, and although their powers of Banishment are not strong, they are a significant threat. Much of this comes from their Circle of Protection—if you scare them while this is still in operation, they return to its protective embrace and shrug off all your hard work. So your first task in this haunting must be to eliminate

their Circle of Protection (see “Main Objectives: Disable the Circle of Protection”).



TONY TUPULO

His noisy device makes him less popular with the other residents. But it also makes him a convenient mobile fetter for Gremlins and Wraiths. His antisocial equipment may also be useful for laying a certain spirit to rest (see "Hogwash"). While the Walkman is blaring, he is immune to the effects of Noise powers. He simply cannot hear them.

Strategic Plan

INITIAL PLASM

The shortage of Plasm at the start of this haunting is offset by the ease of terrifying the sorority girls, who as you have already learned, are an easily frightened crowd.

Mean Terror: 1.7 percent

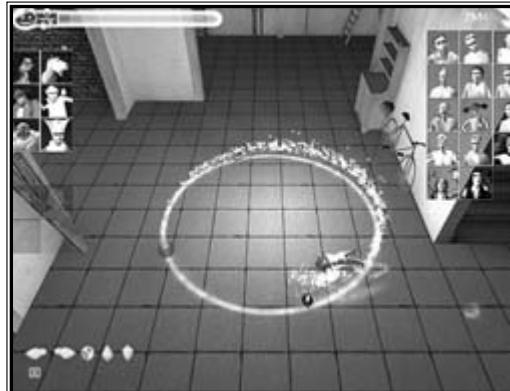
Starting Plasm: 65

MAIN OBJECTIVES

Disable the Circle of Protection

One of the classic Wiccan Circles of Protection, this provides general protection during the practice of magic. While inside the Circle, the witches are safe from harm and can relax in calm contemplation. You will never get them to flee while the Circle still functions.

This variant on the Circle of Protection theme is the Pypur-Thorne configuration. It is of modern origin, using as it does a plant pot on the north side, a goldfish bowl to the west, a candle to the south, and a balloon to the east. An Elemental is summoned to act as guardian of each direction, the protective properties invoked, and then the guardians dismissed (for it is not wise to leave Elementals in one place for too long, owing to their



Chapter II: Facepacks & Broomsticks

natural accident-prone nature). In this case, they have carelessly forgotten to dismiss the guardian of the south (see "Firetail").

You have two choices:

- *Destroy any of the ceremonial items using weather or Telekinetic powers, rendering the Circle ineffective. Tremor, Hailstones, Haunted Hail, and Quake all work fine, for instance, leaving the witches with no protection.*
- *Usurp control of the Circle for your own purposes. Bind loyal Elementals (as Firetail's lay to rest puzzle, third option) to each of the appropriate fetters and its powers will be yours. Not only are the Witches no longer able to use it, but all of your hauntings are protected from the witches' attacks.*

Although usurping the Circle is the safest choice, it means that three of your team and a restless spirit who could be used elsewhere, are tied up staffing the Circle, leaving you only three team members to haunt elsewhere.



Cause Witches to Flee

With the Circle disabled, anything goes in scaring the witches. Use all your favorite haunting tricks and it's only a matter of time before they all flee. Chances are all the other mortals will have fled by this point too, but if not, chase down the stragglers for maximum satisfaction and reward.

GOAL SCORES

Witches Flee:	250,000 for 3 of 3 witches fled
Restless Spirits:	75,000 for each haunter laid to rest
Banished Hauntings:	-25,000 for each haunter banished

Firetail (Fire Elemental)

Called as guardian of the south by the student witches when making their Circle of Protection, they forgot to dismiss it and it remains trapped in the ceremonial flame. You have several options:

- A breeze will blow out a candle: use Wind powers to make the wind force 3 or more and Firetail's flame will be extinguished. You can bind an Air Elemental to the balloon.
- You also might use a Water Elemental on the goldfish bowl using Rain to snuff out the candle.
- Complete the Circle by binding:
Air Elemental to the balloon (east)
Earth Elemental to the plant pot (north)
Water Elemental to the goldfish bowl (west)



This allows you to usurp control of the Circle of Protection (see "Main Objectives: Disable the Circle of Protection").

Fire Elementals can be bound to Fire and Electrical fetters and are an excellent source of Fire Horror for a minimal outlay of Plasm. Although not as Plasm-cheap as a Gremlin, they carry a lot more punch when your goal is terrifying mortals. Firetail's starting powers are:

- **Roast (Band 3):** This warms up the air near Firetail, and the heatwave can make mortals Uneasy.
- **Bonfire (Band 5):** There's nothing like a roaring fire for causing Medium Fire Horror and making mortals Uneasy.
- **Human Torch (Band 6):** Firetail is a friendly fellow—he likes to embrace little mortals and bathe them in Elemental fire. It doesn't hurt, but it freaks them out, causing Medium Fire Horror and sending them running from the area. This power also recharges quickly, making it effective where many mortals gather.

Chapter II: Facepacks & Broomsticks

Tricia (Fetch)

Fetches dwell in mirrors. Their carefully measured vengeance is the origin of the mortal legend that breaking a mirror causes seven years of bad luck. Although they are happy living in the reflected world inside the mirror, all Fetches learn to step out of their mirror-world home and wander using the Clone power.

Tricia has not been a Fetch for long. This valley girl cheerleader requires help to practice her “routines,” in particular, Clone. What she needs is a mortal with hair that is similar to her own—Blair Welchel is the perfect choice. There are several ways to approach this:

- Blair usually uses the downstairs bathroom but can be forced to use the upstairs bathroom where Tricia resides. The simplest method is to make the downstairs ladies room unusable. Water Elementals and Hordes are the best choices (Flood, Gore powers, Rain or Hail, Swarms etc.)—just make sure that you’re not haunting the upstairs bathroom at the same time so Blair will end up going there.
- Noise powers and other mortal wrangling techniques can be used to lure Blair into the upstairs bathroom.
- You can also potentially make use of powers such as Fool’s Errand and Wild Geese which send Blair scurrying off to random fettters. Quiver is a good choice (especially if you’ve taught him Wild Geese). The downstairs bathroom would be a good place to leave him.

Because you haven’t encountered Fetches before, take the time to experiment with her powers. Make the effort to lay her to rest—Fetches are invaluable in some hauntings, especially because of Gift powers (Ethereal Gift and Trojan Gift), with which you can create a fetter. Tricia’s powers are as follows:

- **Twist Reflection (Band 3):** A simple trick, this allows Tricia to distort mortal reflections to cause Light Normal Horror and make mortals Uneasy.
- **Ethereal Gift (Band 4):** Creates a present that acts as a Gift fetter. Experiment with these—you can use them as fettters for many different types of ghost. (See the “Expert Guide to Haunting” for more on Gift fettters).
- **Macabre Reflection (Band 6):** Turns the reflection of all mortals into skeletons, causing Heavy Normal Horror, Light Belief, and Light Insanity.
- **Clone (Band 7):** This allows a Fetch to copy a mortal’s form and use it to travel about the corporeal world.



Hogwash (Gremlin)

Hogwash's strange history is hard to believe—a surfing groundhog? Surely he must be making it up. This Gremlin has become trapped in a jack-o-lantern in the conservatory as a result of the witches' inept magical tinkering. Because this isn't a legitimate fetter for Hogwash, he needs an Electrical fetter to escape. Here are some ways to work this:



- Tony Tupulo has a walkman. Fortunately, mortal dislike for a loud walkman can be used to your advantage. Use Strange Behavior or Wild & Crazy to boost the volume, and his fellow mortals will move him on. Sooner or later, he'll end up going outside through the conservatory.
- Although Tony cannot be affected by Noise powers while the Walkman works, blow a fuse in it and he is vulnerable. Blow Fuse, Sparkstorm, Blackout, and Surge can all do the job, after which you can use Shriek or Siren Song or any similar power to draw him out through the conservatory.
- It might be possible to use Kinesis to move an Electrical fetter from a nearby room into the conservatory, but don't hold your ghostly breath—it's a long shot.

Hogwash likes to blow fuses—he just never knows when to stop piling on the juice. His starting powers are:

- **Blow Fuse (Band 3):** Blows all the fuses for the area it is used in—which can be upsetting to mortals who are afraid of the dark.
- **Blackout (Band 6):** This is Blow Fuse to the max, dude! This blows every fuse in the haunting, plunging the location into darkness.
- **Surge (Band 8):** You know that this lightning-surfing Gremlin had to learn Harold Smear's special move—it packs quite a punch both for the machinery it electrifies and any mortal unfortunate to be caught in the voltage.

Chapter 12: Poultrygeist

Name:	Poultrygeist
Setting:	Country House
Objective:	Lay Hardboiled to rest by scaring the family away
Restless Spirits:	Any left from <i>The Calamityville Horror</i> , plus Hardboiled
Difficulty:	Average
Team Size:	6 Haunters



Your earlier success in settling this troubled house by exposing its grisly history was the tip of the ghoulish iceberg. Troubled by the events that her family experienced before, Carol-Anne Hutz (the young girl of the Calamityville family) has become the fetter for a Poltergeist named Hardboiled. It seems the house was built on the site of an old chicken slaughterhouse, and now that the more recent murders have been brought to light, the ghostly essence of the dead chickens rises to seek justice—or revenge.

Haunting Team

The Haunter Committee recommends the following team:

- Cogjammer (if Hogwash has been laid to rest, he is substituted)
- Clatterclaws
- Boo
- Stonewall (if Weatherwitch or Moonscream have been laid to rest, they are substituted)
- Whirlweird
- Ghastly (if Knuckles has been laid to rest, he is substituted)

Your goals are to drive everyone out of the house to lay Hardboiled to rest. Bear in mind, however, that Carol-Anne Hutz is immune to haunting while a Poltergeist is bound to her—dispose of her after the chicken-spirit is laid to rest. This haunting requires all that you have learned so far, so field your favorite haunters.

Once you begin your haunting, the mortals call for assistance. You must fight off a powerful medium (and later a ghostbreaker), so take this into account when choosing your team.

In general you want the following:

- **Versatile Haunters:** The Calamityville House contains many hiding places, so bring a couple of haunters who can go anywhere to flush out mortals. If you like Spooks, take some along, but if you prefer Hordes, take both Clatterclaws and Buck.
- **Electrical Ghosts:** The house is big, but mortals pass through certain areas often. Haunters that bind to Electrical fetters make useful stationary haunters, particularly in the kitchen and the cellar. A Wraith is a good choice (I'm sure Static wouldn't mind revisiting his old "home") but if you have Firetail, the little Elemental will have a ball in the kitchen.
- **Shock Haunters:** Take some muscle, such as a Specter. You'll have the Plasm to use them, and they're the most resistant against the opposition you'll face.
- **Outside Guard:** Sooner or later, some ornery mortal is going to hide outside. If you have Buck, he can offer his services, but as a Horde he can get banished a little too easily. A Banshee may offer more resistance, or take Windwalker if you have his services.

The Haunting Site



You are familiar with this region of the haunting. Again, look to the piano (Violence), tea set (Murder), and the high density of Electrical fetters on this floor.

Though the basement has changed little since the events of your first Calamityville haunting, if you laid Arclight to rest, his mortal remains provide both Corpse and Murder fetters.



Chapter 12: Poultrygeist



The Mirrors in the bathrooms may prove more useful to you at this stage in your hauntings, as may Water fetters. The beds also often host Sleeping mortals, offering opportunities to the inventive Ghost Master.



The exterior of the Calamityville house is well represented by Thoroughfare fetters, and Outside or Earth fettering haunters are useful. A riding mower provides a potentially useful Electrical fetter, too.

You should not need to haunt up here unless you have not yet laid Maxine to rest. (If you wish to do this, see "*The Calamityville Horror*").



FRAGILE OBJECT

The following objects can be destroyed through the use of appropriate damage effects—assuming they have not already been dealt with in *The Calamityville Horror*:



- **Wall in Cellar (1 or 4 points of Structural damage):** A single point of Structural damage knocks out a brick, and 4 points smashes the wall open.





- Timbers Blocking Maxine's Room (1 point of Structural damage):** Mortals may pull these off, if properly motivated, but a Tremor (Quiver) removes them.

The Mortals

Name	Bio
Diane Hutz	A fussy and demanding housewife, Diane deals calmly with most crises, but cannot bear unclean work surfaces.
Steve Hutz	Calm and level headed, Steve is prone to making stern moral speeches and feels uncomfortable when he can't see.
Marcia Hutz	Marcia lives in a world of her own and is obsessed with her own hair. She fears head lice.
Greg Hutz	Greg is strangely confident for someone with such an ugly face.
Carol-Anne Hutz	Carol-Anne is an irritating little girl who could almost be cute, if she could just shut up. She's afraid of guns and fireworks.
Bobby Hutz	Bobby is always getting into trouble of his own devising. He often scares himself by imagining he is being chased.
Gramma Hutz	Gramma just wants to be left alone. Occasionally she tells the story about when she was trapped in a burning building in the war.
Grampa Hutz	Grampa finds the young 'uns annoying, and has a short temper. He occasionally tells the same rambling story as his wife.
Bill Ratzenberger	A friendly handyman, he gets the job done.
Beatrice Leash	This clairvoyant turned amateur exorcist thinks she has witnessed everything the spirit world has to show.
Laurence Murray	Laurence helped found the Ghostbreakers company, thinking it would be a good way to meet women.

Chapter 12: Poultrygeist



MEDIUM

Beatrice Leash, the medium, is called in the moment any serious haunting begins. Minor weirdness may be ignored (the mortals in this house have seen it all before), but once you get going, you'll hear the phone being used to call for help.

Be warned: Beatrice is more dangerous than the student witches in most respects, and she can rapidly banish your haunters if you are not careful. Use all the usual tactics for fighting mortal opposition discussed in the *Intermediate Guide to Haunting*.



GHOSTBREAKER

When the family has all run away, Hardboiled is laid to rest, leaving Carol-Anne alone. However, the family has not forgotten her—they have called the Ghostbreakers for help. Laurence Murray turns up with every intention of making a quick buck from an easy shake-and-bake banishment—he does not expect the full force of your team. Provided you have not lost too many haunters fighting the medium, you should

have no difficulty driving him and the little girl away.



Strategic Plan

INITIAL PLASM

The family has never recovered from the earlier events and is consequently in a state of discomfort conducive to a quick-start haunting. Wade in with several ghosts straight away, if you wish.

Mean Terror:	4.1 percent
Starting Plasm:	120

MAIN OBJECTIVES

Haunting Prologue

You could attempt to make all the family flee without the medium being called, but it would be difficult. It's better to hit hard as soon as possible. Whether you use Hardboiled's powers to aid in your haunting is a matter of taste.

Scare Away the Medium

Beatrice Leash must not banish Hardboiled. If she does, your haunting ends in failure. Avoid using Hardboiled's powers, because doing so exposes it to risk. On the other hand, the chicken-spirit's powers are effective against the medium, so you may want to risk it.

The medium is stronger in power and detection abilities than the student witches, but she has no holy symbol attack, and so cannot stun your ghosts. Hit-and-run tactics will prove effective.

Scare Away the Ghostbreaker

The mortals' last best hope for a peaceful house, the ghostbreakers' equipment can banish ghosts in a fraction of the time of most other opposition. The design of the banishment device shows knowledge of astral physics. This is not the work of amateurs.

Hit and run may not be the best choice for the ghostbreaker—you may do better to set up an ambush and hit him with everything you've got. The living room with a piano is a good ambush area, as there are several fetters.

Persistence and care will bring victory.



Chapter 12: Poultrygeist

Haunting Epilogue

Chances are you have scared away Carol-Anne before you scare off the ghost-breaker. However, if you have a Poltergeist bound to her, she won't flee, meaning your last task is to send a helpless little girl screaming into the night. The Bureau is certain you are up to the task, but in the unlikely event that you have any moral compunctions you should note that the Department of Clairvoyance reports that Carol-Anne later uses this experience to appear on many talk shows and make a great deal of mortal money from a TV movie: *Bucket of Fear: The Carol-Anne Hutz Story*.

GOAL SCORES

All Mortals Fled or Insane: 250,000

Restless Spirits: 75,000 for each haunter laid to rest

Banished Haunters: -25,000 for each haunter banished

Hardboiled (poltergeist)

Hardboiled is the psychic residue of thousands of headless chickens, massacred and destined for greasy buckets of wings and legs. This entity is furious at the featherless mortals for their crimes against poultry.

Perhaps we should haunt the architect who foolishly built a house on the site of a chicken slaughterhouse. Your goal in this haunting is

to lay Hardboiled to rest by emptying the house. Its powers reflect a bloody theme:

- **Gore (Band 6):** This turns water to blood in sinks, toilets, and the like, causing Medium Blood Horror and Light Belief.
- **Seeping Blood (Band 7):** Watching blood seep from the walls causes Medium Blood Horror and Medium Belief in mortals unfortunate enough to witness it.
- **Gushing Blood (Band 9):** Ah, there's nothing quite like getting the old ectoplasm wet with a little ethereal blood. Hardboiled calls upon the blood of its progenitors to flood the area with sanguineous ooze.



other restless spirits

If you did not lay to rest all of the ghosts in *The Calamityville Horror*, the remainder will be here, waiting for your help. See the Calamityville chapter for instructions on how to rescue these ghosts.

Chapter 13: The Phantom of the Operating Room

Name:	The Phantom of the Operating Room
Setting:	Hospital
Objective:	Make all doctors flee
Restless Spirits:	3 (Harriet, Bridget, Daydreamer)
Difficulty:	Challenging
Team Size:	8



The Haunter Committee has grave respect for those of the medical profession, but only when they care about the patients they serve. The doctors of Gravenville General Hospital have no such respect, and care only about money and taking bribes from pharmaceutical companies. It's time for a much-needed lesson in humility.

The hospital is a large place to haunt—larger than you are used to. Although your prior experience will serve you well, you must adapt to the larger stage if you are to succeed in sending the doctors screaming into the darkness.

Haunting Team

The Haunter Committee recommends the following team:

- Aether (if Whisperwind has been laid to rest, she is substituted)
- Quiver
- Whirlweird (if Arclight or Flash have been laid to rest, they are substituted)
- Hypnos (if Tricia has been laid to rest, she is substituted)
- Hardboiled
- Stonewall (if Maxine, Terroreyes, or Blue Murder have been laid to rest, they are substituted)
- Shivers (if Fingers has been laid to rest, he is substituted)
- Clatterclaws

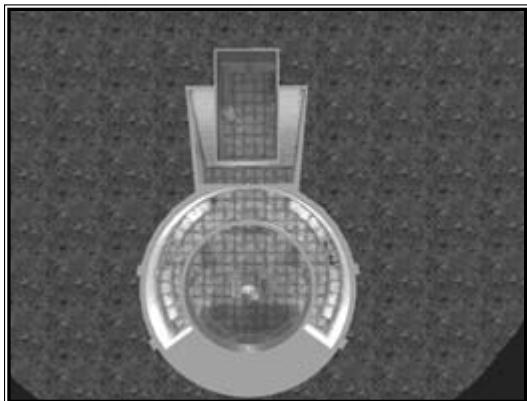
Chapter 13: The Phantom of the Operating Room

You are going after specific mortals, so you can proceed in a subtle manner or a crass, amusing fashion. The former requires you to target the doctors, use well-trained haunters with well-chosen orders, and to study and adapt to the doctors movements. The alternative is to wade in with an all-out attack and make everyone flee—knowing that the doctors will flee in the process. Which you choose to do is a matter of taste.

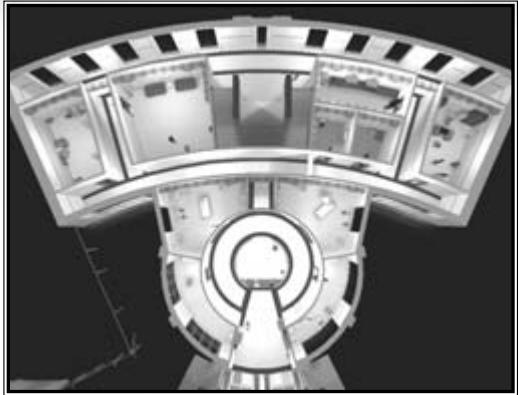
In general, you'll want the following:

- **Plasm-Cheap Haunters:** You need these to start the haunting. Almost all the recommended haunters are Sprites or Disturbances and should be fine in this role.
- **Versatile Haunters:** The hospital is huge, and as such requires that you have a few haunters that you can place anywhere. Quiver and Clatterclaws on the recommended team are good, or take two Hordes if you like.
- **Mortal-Riders:** The vast, cavernous hospital is an ideal place to unleash ghosts who Possess or Sleepwalk. Manes are the most Plasm-efficient choice, but if you prefer Specters you can get the Plasm needed to charge one to sufficient strength.
- **Fetch:** If you have Tricia, use her. Not only are her Vessel powers useful for spreading Terror, but her Ethereal Gift also proves invaluable.
- **Outside Guard:** Make sure you have a haunter who can corral mortals back indoors. Buck or an Air Elemental would be good, as you can use them inside as well. (Air Elementals have a good supply of fetters in this haunting.)

The Haunting Site

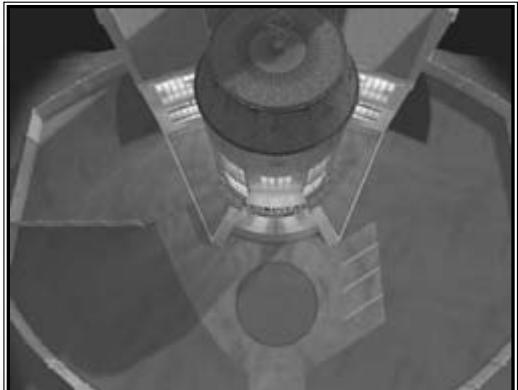


The basement of the hospital contains the morgue. Look for Corpse fetters, useful in mobilizing your Manes, and a Murder fetter for your Apparitions, and so forth.



The first floor contains the reception, waiting rooms, examination rooms, and a pair of surgeries. Oxygen cylinders, plentiful within the hospital, act as Air fettters, and a medical skeleton hanging in one of the examination rooms provides a Corpse fitter. But the long corridors on this floor are perhaps the most useful—perfect for Banshees.

The hospital wards take up most of this floor—their large floor space can be an amusing place to hit with powers that affect a wide area. The two children in the hospital may be used as fettlers by Poltergeists. Several patients will doze off periodically, which is useful for your Sandman. The bathrooms contain plenty of Water and Mirror fettlers.



The hospital grounds feature no fettlers of specific use, so use Outside-fettering haunters to patrol here.

Chapter 13: The Phantom of the Operating Room

The Mortals

Name	Bio
Dr. Victor Begley	Dr. Begley's frivolous manner irritates Dr. Daniels, especially when he talks about his electric car.
Dr. Mark "Kit" Daniels	With a short temper, Dr. Daniels is renowned for chewing out the other staff for the slightest transgression.
Dr. Dr. Cathy Whinnery	Dr. Whinnery is the hospital's resident pathologist. She is only barely in touch with reality.
Dr. Seth Greenwood	Dr. Greenwood is a compulsive womanizer, and is having affairs with about half the nurses in the hospital.
Dr. Annie Sikes	Annie's compassion makes her a popular doctor with the patients.
Nurse Helen Pickles	The head nurse, Nurse Pickles, does her best to keep the other nurses under control.
Nurse Annie Walker	Annie would be furious if she knew she wasn't the only nurse carrying on with Dr. Greenwood.
Nurse Gina Maris	Gina is hopelessly in love with Dr. Greenwood.
Nurse Sandy Hodge	Nurse Hodge is beginning to suspect she's not the only nurse involved with Dr. Greenwood.
Nurse Shirley Bry	Ward nurse Shirly Bry has a short temper but is good at her job.
Nurse Julie Keenan	Julie is terribly naïve and has been swept away by Dr. Greenwood's lying charms.
Nurse Lucy Savidge	Lucy is considered cold and hostile by the other staff.
Paul Burke	Burke has been complaining of chronic chest pains ever since he was admitted to the hospital.
Corporal Colette Ferro	Corporal Ferro was injured while out on maneuvers with her fellow Marines.
Jenette Vasquez	Although Vasquez doesn't much like William Gorman, she was unlucky enough to be injured in an accident with him.
Cynthia Dietrich	Dietrich was injured in the same accident that hospitalized Frost. She may have been responsible for setting him on fire.
Bill Hudson	Bill Hudson is delirious on his current medication and keeps muttering "game over, man... game over..."



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Mortals cont.

Name	Bio
William Gorman	Gorman was badly injured in an accident with Jenette Vasquez.
Mark Drake	Mark Drake suffered major burns to his face when he was accidentally splashed with acid.
Ricco Frost	Frost was accidentally set on fire in an accident at a power plant, plus he fell some distance.
Jimmy Dowd	Jimmy is only happy when he has his toy bunny.
Kevin Culkin	Kevin is a bit of a bully.
Laurence Murray	Laurence helped found the Ghostbreakers company, thinking it would be a good way to meet women.
Raymond "Curly" Akroyd	Raymond helped fund the Ghostbreakers company and is a somewhat nervous field operative.
Dr. Maureen Ramis	Dr. Ramis was the brains behind the ghostbreakers' capture equipment and Ectoplasmic Storage Device.
Dr. Brunner	Almost nothing is known about this mysterious figure.



Chapter 13: The Phantom of the Operating Room



Dr. SETH GREENWOOD, THE WOMANIZER

This doctor has a penchant for flirting and womanizing. Careful observation reveals numerous dalliances with various nurses in the hospital, in particular:

Nurse Annie Walker

Nurse Gina Maris

Nurse Sandy Hodge

Nurse Julie Keenan

Dr. Greenwood is so obsessed with women that he is immune to Attraction and the attractive effects of Noise and other powers—as long as these ladies are around for him to carry on with. He has no shame, and you should have no remorse. However, he's useful in laying Brigit to rest (see Brigit's sidebar).



GHOSTBREAKERS

As soon as the first mortal turns tail and flees, someone calls the Ghostbreakers. You face three of these fellows, and it is tough to get them to flee. You don't need to make them run away to fulfill your objective of driving away the doctors.





Strategic Plan

INITIAL PLASM

A general unease persists in the hospital, but it is fleeting—once you start haunting, hit as many mortals as possible as quickly as possible to build up the Plasm supply.

Mean Terror: 2.0 percent

Starting Plasm: 75

MAIN OBJECTIVES

Scare Away All Five Doctors

All your standard haunting techniques should work, but because you are picking out five mortals from a large crowd, some modifications are in order. First, keep moving your haunters to exert pressure on the doctors—don't give them a chance to rest and calm down. Furthermore, the doctors are a skeptical bunch—Possess them or expose them to interior weather or telekinesis to build up their Belief before you focus on terrorizing them. If you intend to lay Brigit to rest, don't scare away Dr. Seth Greenwood before this goal is completed.

Deal with the Ghostbreakers

You cannot avoid the Ghostbreakers being called in (unless your haunting skills are god-like) but you do not have to tackle them head-on. The hospital is a large space, and you only have to get five mortals to flee. Using hit-and-run tactics on the doctors yields dividends, and protects you from the Ghostbreakers. The Ghostbreakers are too fast for reinforcements to save a ghost if you don't bench the haunter before the attack begins, so keep an eye on the Haunter Pack for the telltale signs of detection.



GOAL SCORES

All Doctors Fled: 500,000 for 5 of 5 doctors

Restless Spirits: 150,000 for each haunter laid to rest

Banished Haunters: -50,000 for each haunter banished

Chapter 13: The Phantom of the Operating Room

harriet the pookah (trickster)

For some reason, the gentle green landscape of Ireland has produced a mindset among the local Tricksters that makes them drunk on mortal life. The Irish call such a spirit a “Pookah,” and Harriet is an Irish-American Trickster with a love for little children. Some Ghost Masters wonder why such a friendly spirit would terrify mortals so, but in truth Pookahs have a somewhat naïve worldview and do not understand how their fun and games could be misconstrued by corporeal beings as anything other than friendly antics.

Harriet sticks around with a kid named Jimmy Dowd. He's not very well, and the recent theft of his beloved stuffed bunny is only making matters worse. Harriet would happily play with you for a while if you help Jimmy get his bunny back. You must find the boy who stole it and retrieve the toy:

1. *Find the boy who stole the bunny. His name is Kevin Culkin.*
2. *Punish the young Culkin utterly. You cannot make him give the bunny back to Jimmy, so drive him to flee instead. Do this any way you wish. When he runs crying to his mommy, he drops the bunny.*
3. *Any mortal who sees the lost toy will pick it up. Then use all your mortal-wrangling skills to get the mortal to carry the bunny back to Jimmy. (If you scare that mortal too much, they may drop the toy. If so, you have to start over).*

Harriet's powers include the following that you may not have encountered before:

- **Flower Power (Band 1):** *Look at the pretty flowers. For some reason they make mortals Uneasy—perhaps they don't trust that nothing more gruesome will follow.*
- **Shapeshifter (Band 7):** *Very closely related to a Fetch's Clone ability, Shapeshifter allows a Trickster to assume the shape of any mortal it encounters. Oh how they laugh when the mortal being copied screams and faints.*
- **Abhorrent Aspect (Band 10):** *Wheeee! Why the mortals who witness it suffer Heavy Normal Horror, Heavy Belief, and occasionally Medium Insanity is anyone's guess.*



Brigit (Banshee)

This jilted bride was driven insane by her lecherous fiancé who left her at the altar. She lived in the Asylum (the upper floors of the hospital), still wearing her wedding dress, until she went to the roof during a thunderstorm and was hit by lightning and then fell to her death. She is filled with a mad desire for vengeance against womanizing men.

Dr. Greenwood seems to be a perfect subject for her attentions—but while there are women left for him to have his wicked way with, he'll be very hard to manipulate into bringing to Brigit's attentions. Here are ways to do this:

1. *Avoid haunting in the morgue at first (Dr. Cathy Whinnery must be encouraged to remain there).*
2. *Scare away Nurses Walker, Maris, Hodge and Keenan. With no-one left to flirt with, he will start seeking someone else .*
3. *Provided Dr. Cathy Whinnery is still in the morgue, Dr. Greenwood should eventually head down their (you may be able to use appropriate powers e.g. Noise and Attraction to help him along).*
4. *Once Dr. Greenwood is in Brigit's location, and provided she is at Band 3 or above, she will Manifest to him and terrify him, laying her to rest.*

Brigit's powers include:

- **Wail (Band 6):** Mortals who are Uneasy when they hear this wail suffer Light Insanity and remain Uneasy.
- **Phobia: Noise (Band 7):** Although Brigit is unable to capitalize on this Phobia on her own, pair her with other Banshees (especially if they know Cacophony) or with Spooks and much fun can be had by all.
- **Voice on the Wind (Band 9):** This sound carries throughout the haunting, and affects mortals with Madness 5 or more. If nothing is known about their Fears, it makes them Uneasy, but if their Conscious Fear is known they suffer Light Insanity, while knowledge of their Subconscious Fear cause Medium Insanity. Whispering their most private Fears to unhinged mortals drives them mad.



Chapter 13: The Phantom of the Operating Room

Daydreamer (Sandman)

A military anesthetist from the hospital's early days, this clumsy man had an accident with his chloroform and died from a self-induced heart attack. He's since been dozing in the operating room in which he died. All you need do is wake him.



- *Stench powers will wake Daydreamer, but the lack of fetters means you must wrangle a Mane or Wight from the morgue to the Operating Room by using the Possess power. Relevant powers are Stink, Queasy, Choking Odor, and Nausea.*
- *Cacophony is the only noise power of sufficient volume to wake him, requiring a Banshee in the nearby corridor (Moonscream already knows this power, but Weatherwitch may learn it).*
- *You may recall Weatherwitch saying that she can "whip up a storm to wake the dead." If Weatherwitch is involved in creating a thunderstorm anywhere in the haunting, it will wake Daydreamer. It even works if Weatherwitch uses Thunderclap in an adjacent location (but other ghosts with Thunderclap cannot do it).*

Daydreamer's powers include:

- **Dreamthief (Band 3):** *This can reveal all the Fears (both Conscious and Subconscious) of a sleeping mortal.*
- **Unearthly Calm (Band 8):** *Daydreamer's ethereal version of chloroform makes mortals temporarily unaffected by anything scary, and calms them down.*
- **Expose Fears (Band 10):** *It costs a lot, but gets straight to the heart of mortals' Fears—even if they are awake. This uncovers all the Conscious and Subconscious Fears of any mortal affected.*



Chapter 14: The Blair Wisp Project

Setting:	Blair Wisp Woods
Objective:	Guide all mortals to cellar in the cabin
Restless Spirits:	2 (the Blair Wisp, Sparkle), plus the Darkling
Difficulty:	Challenging
Team Size:	8 Haunters



The Blair Wisp is a local legend—a mischievous spirit who lures people out into the deep woods, never to return. A group of young filmmakers has been commissioned by the university to shoot a documentary on the Blair Wisp, and they head out into the woods to do it. The Bureau suspects the Professor of the Occult's hand in this, but the chance to complete the rites required to free the Darkling is irresistible.

The film students are reckless and selfish mortals, whose lust for fame and popularity have driven them to undertake this task—their dark souls will taste succulent to the Darkling. Lead these foolish filmmakers through the woods to the cellar beneath the cabin, and make sure you do not scare them away before they can fulfill their destiny as soul food.

Haunting Team

The Haunter Committee recommends the following team:

- *Buck (if Harriet has been laid to rest, she is substituted)*
- *Clatterclaws (if Whisperwind, Wavemaster, or Raindancer have been laid to rest, they are substituted)*
- *Weatherwitch (if she has not been laid to rest, Hypnos)*
- *Shivers (if Blue Murder, Maxine, or Terroreyes have been laid to rest, they are substituted)*
- *Stonewall (if Banzai has been laid to rest, he is substituted)*
- *Aether*
- *Ghastly (if Knuckles has been laid to rest, he is substituted)*
- *Cogjammer (if Fingers has been laid to rest, he is substituted)*

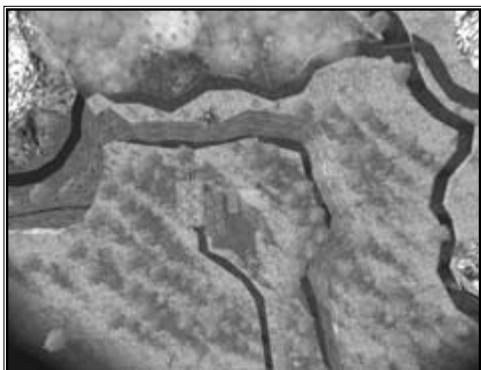
Chapter 14: The Blair Wisp Project

Manipulating mortals is the order of the day, and you may need some weather control, too. This haunting takes place primarily outside, so you won't want Spooks (or Clatterclaws). Use Air Elementals and the like for your versatile haunters.

In general, you'll want the following:

- **Outdoor Haunters:** Take Air Elementals, Buck, and (if you have him) Windwalker to serve as haunters with versatile fetters, because this haunting is largely outside.
- **Attraction:** You want to herd mortals, so use the methods you are most comfortable with. An Apparition and probably a haunter with Siren Song (Weatherwitch or Whisperwind if she has been taught it) are desirable.
- **Weather:** You almost certainly want to raise strong winds; a haunter with Gather Winds and another with Gusts, Tempest, or Typhoon are all but essential.
- **Cold:** You may want to bring some spirits with Cold powers, for freezing the river. Your Apparition gives you either Bitter Cold or Ice Breath—bring a Specter (or another Apparition) with one of these powers too (at least one haunter should have Ice Breath, but the other may have Bitter Cold).
- **Fingers:** If you have laid Fingers to rest, his Unearthly Calm proves invaluable for keeping the filmmakers from running away.

The Haunting Site

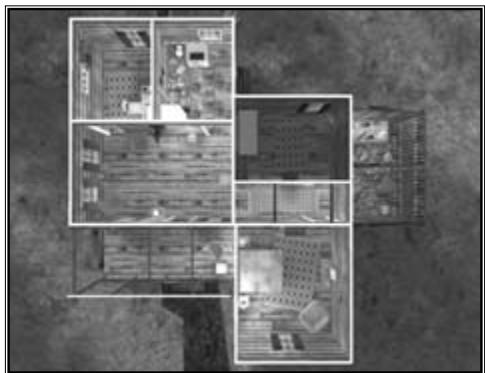


The Blair Woods are expansive and wild, and Outside fettering haunters are the most useful. Thoroughfares exist, and there's plenty of scope for using Earth Elementals. The stump you saw during your previous haunting of the Blair Wisp Cabin still provides a Murder fetter, suitable for many haunters, specifically Apparitions.





The cabin basement is practically the same as during your previous haunting (except for the large, hungry Darkling, of course).



The cabin has not changed much since you were last here. The gun in the bedroom and the stag's head still offer the most notable fettering options, acting as Violence and Murder fetters respectively.

FRAGILE OBJECTS

The following object can be destroyed through the use of appropriate damage effects:



- **Old Tree (3 points of Structural damage):** A hurricane, Quake, or lightning strike will take out this tree—most other damage powers cannot sufficiently affect it.

Chapter 14: The Blair Wisp Project

The Mortals

Name	Bio
Heather Myrick	Heather is dedicated to capturing the spirit world on film, but she's not too bright.
Josh Myrick	Josh is Heather's younger brother. She has persuaded him to be her cameraman, even though he has a less-than-steady hand.
Mike Sanchez	Mike is Heather's soundman and a close friend of Josh.
Bruce Elm	Being trapped in the woods with the Darkling has ravaged Bruce and driven him insane.



BRUCE ELM

For some reason, Bruce's soul was not wholly palatable to the Darkling—but the experience of being a human hors d'oeuvre has apparently driven him into an insane, catatonic state. He's of no significance to your haunting, but he can be a ready source of Plasm, if you can somehow reach him in his detached state.

Strategic Plan

INITIAL PLASM

The filmmakers are not comfortable in the woods, but you don't have too much to play with. For a quick boost in Plasm, find the shattered husk of the mortal who remains from the original summoning and terrify him.

Mean Terror: 2.0 percent
Starting Plasm: 75



MAIN OBJECTIVES

Pass the Swamp

The swamp is the first obstacle facing the filmmakers. The mortals are scared to enter it, and consequently it's hard to make them travel north, where they are needed. You have several options:

- Freeze the river so that mortals can walk upon its surface. Combining Bitter Cold with Ice Breath will do this (Apparitions and Specters have these powers), or two Ice Breath powers (or even three Bitter Cold powers). This allows the mortals to traverse the river to get past the swamp.
- Persuade mortals to cross the swamp. Ordinarily, the bog terrifies mortals so that they won't cross, but you can use Unearthly Calm (Fingers) to render them immune to Terror such that they may cross. You probably will want to use Attraction or Noise powers to provide the necessary motivation—using, for example, an Apparition on the other side of the swamp.
- Hypnotic Image can also render the mortals immune to Terror as well as drawing them directly across the swamp. This is the time-honored traditional role of the Wisp, and you need to recruit the Blair Wisp if you wish to do this (see the *Blair Wisp's sidebar*).

Cross the Chasm

Though there is no direct route to the cabin, an old tree at the edge of the cabin can be knocked down to provide a bridge.

- Use the Quake power nearby to knock it down (use Banzai or Stonewall if he has been taught this power).
- Create hurricane force winds to blow it down. Gather Winds with Gusts, Tempest, or Typhoon eventually reach the desired level of wind force.
- Lightning brings the tree crashing down. Use Rain with sufficient wind force to create a thunderstorm (Typhoon and Rain is sufficient; or Tempest and Gusts, plus Rain; or Gather Winds with Gusts/Tempest/Typhoon and Rain).

Enter the Cellar

Once the mortals reach the cabin, invite them to step into the cellar. Once they are there, the fate of these naïve mortals is sealed.



Chapter 14: The Blair Wisp Project

GOAL SCORES

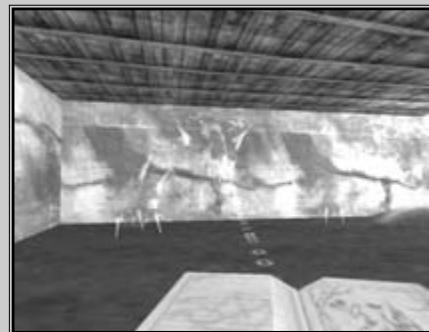
Darkling Summoned: 500,000

Restless Spirits: 150,000 for each haunter laid to rest

the darkling (shadow)

This ancient spirit feeds on the dark side of human nature. It has been freed from its prison, but it's still trapped in the cabin, requiring more souls to escape. The Darkling's powers include:

- **Mania (Band 5):** This power causes Medium Insanity and Light Belief, as well as often causing the affected mortals to be drawn toward the Darkling's fetter.
- **Frozen Stiff (Band 8):** Turns a group of mortals to ice, leaving them unable to move as well as causing Terror and Belief. This allows the Darkling to hold mortals in place while it plays with their sanity...
- **Psychotic Rage (Band 9):** This power causes Extreme Insanity and leaves the mortal feeling angry—repeated use of this power rapidly sends mortals toward screaming madness.



The Blair wisp (wisp)

Three hundred years ago this will-o-the-wisp wronged a powerful witch who lived in the region, (a witch who was also instrumental in imprisoning the Darkling). She cursed him to remain inside a circle of trees, from within which no mortal may see his ethereal form. For a Wisp, this punishment is torture, and he longs to be free. The curse will be broken only if a mortal can see the Blair Wisp once more:



1. *Disperse the yellow fog inside the trees by creating a sufficiently powerful wind. Force 3 or above will suffice (Tempest or Typhoon alone may do this, or use Gather Winds and Gusts together).*
- 2(a). *Lure mortals to the island circle of trees. Use Apparitions or Noise powers, as described in "Main Objectives: Pass the Swamp," option B.*
- 2(b). *Use the Blair Wisp's Hypnotic Image to lure them across.*
3. *To break the curse, they must see his form, so Strange Vision or Hypnotic Image must be used. If 2(b) was used, this is automatic.*

The Blair Wisp's powers are as follows:

- **Fluster (Band 1):** This power makes a mortal Uneasy.
- **Strange Vision (Band 3):** A basic Manifest power, it causes Light Normal Horror.
- **Hypnotic Image (Band 5):** Every Wisp's specialty, this power affects any mortal seeing the Wisp, overriding his perception of danger and attracting him toward the Wisp itself. For millennia, Wisps have used this power to lure mortals into swamps.

Chapter 14: The Blair Wisp Project

sparkle (fire elemental)

This careless Elemental stayed too long in a campfire and became stuck when the fire went out. It needs you to ignite it:

- A. Get the mortals to pass the campfire by the usual mortal wrangling methods, then bind Firetail to their camcorders; use Bonfire to light the campfire.
- B. Use Arclight bound to a Corpse fetter; his Bonfire power can also do the trick, but you may have to Possess a mortal to get him close enough.
- C. Make the woods cold enough (at least the same temperature as required to freeze the river—see Main Objectives: Pass the Swamp, option A) and the mortals will light the fire for warmth.



Sparkle was a bit of an outcast in the Elemental realm of Fire, because he has always struggled with the phantasmal fire that most salamanders can summon from the ether. Instead, Sparkle specialized in affecting electrical equipment, although he does know how to manifest his inherent furious heat using the following power:

- **Inferno (Band 7):** When Sparkle uses Inferno, his elemental essence becomes pressed against the mortal realms, manifesting part of the Elemental realm of Fire. This unearthly heat can cause mortals to faint, and those that are afraid of fires gradually become more terrified.

other restless spirits



When last you were here, three spirits were trapped—Whisperwind, Raindancer, and Moonscream. If you have not laid to rest Moonscream, you may do it now (see *Summoners Not Included*, Moonscream's sidebar).

The elementals, however, are no longer here. Much has transpired since the initial summoning, and they have been laid to rest

and moved on. You may still recruit them by using the Time Gate to return to the earlier haunting, however.

Ghost Master®

Phase IV: The Battle for Gravenville

As the fear of the supernatural returns to Gravenville, the stage is set for victory, but a number of challenges remain before your work is complete. The Ghostbreakers represent a serious threat that must be dealt with, and a land development conspiracy is planning to use a Headless Horseman to further its goals. Vigilance and persistence shall prevail.

The capture of the Darkling is only a minor setback—the Department of Clairvoyance reports that we will regain control of this haunter in the near future, and doing so will help ensure victory in the Gravenville Hauntings.

The mad scientist, Dr. Krauss, is a linchpin of the mortal opposition to the supernatural in Gravenville. It was he who provided Dr. Maureen Ramis with the technical data that allowed her to design and build the Ghostbreakers' equipment, although his motivation for doing so remains uncertain. Perhaps it's simply a diversion to keep the Haunter Committee from interfering with his agenda.... Everything moves toward the inevitable showdown with this shadowy figure.

Three new haunters have been added to your pool: Lady Rose (a demure Fetch), the Painter (an insane Phantom), and Old Man Carter (a Specter, and Buck's master). Your options for haunting have never been more diverse.



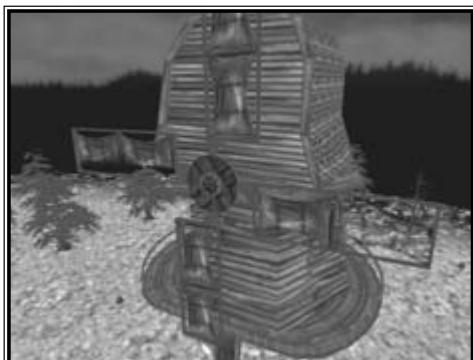
Chapter 15: **Expert Guide to Haunting**

Astral Wards

An astral ward is a protective barrier used to keep ghosts out of certain areas. In the past, they were created by magical means, but mortal technology has come a long way and some mortals have learned to create technological wards.

Astral wards provoke great debate within the spirit community. Though a universal solution has yet to be found, it is known that once inside a ward, a carefully directed haunter may operate successfully. The challenge therefore lies in the initial insertion of the ghost.

Fortunately, the time when Ghost Masters were unable to see through an astral ward has long passed, and advances in ectometric sensors have tipped the balance of power in favor of the astral realm.



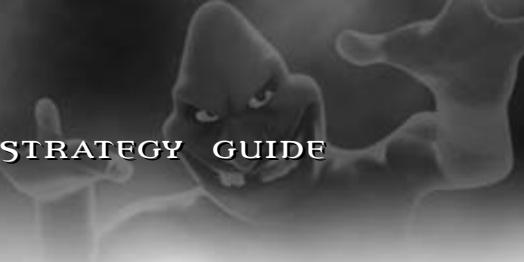
MAGICAL WARDS

Areas protected by magical wards cannot be entered, but the interior can sometimes be seen. These wards can never be disabled, but Ghost Masters can slip ghosts past the ward using certain tricks such as Vessels, Possess, Sleepwalk, and Gift powers (see page 152).

TECHNOLOGICAL WARDS

Those areas protected by technological wards cannot be directly entered, but the interior always can be seen through the ward (at least until mortal technology advances further). They can be bypassed in the same ways as magic wards, and also disabled if the ward projector is broken or its power supply disrupted.





ASTRAL ALARUMS

Where technological wards are found, astral alarms may also be employed. These sound an alarm when they detect Plasm being used to charge supernatural powers—any power use triggers it. Haunters at Band 0 are undetectable, and can be moved between fetters inside the astral ward with little fear of being discovered (at least until they use their powers).

BYPASSING WARDS

The known ways to get a ghost inside an astral ward are as follows:

- **Roaming Haunters:** A haunter using a power to bind to a mortal (a Sleepwalking Sandman or a ghost using Possess) can pass through a ward safely. However, if there is an astral alarm, using a power such as Sleepwalk or Possess raises the alarm.
- **Binding to Children:** Tricksters and Poltergeists may cross into astral wards when they are bound to a child. Because no power is being used, they don't set off astral alarms.
- **Vessels:** Fetches and Tricksters may also cross astral wards as a Vessel—but because they are using a power to do so, this is inappropriate if there is an alarm.
- **Gift Powers:** These provide a way to get haunters across an astral ward, and they don't set off astral alarms. The use of these powers is described on page 153.
- **Electrical Interference:** Technological wards are vulnerable to attacks that target the electrical supply. Powers such as Blackout, or lightning strikes from thunderstorms, exist to disable technological wards.



NOTE

Don't cross an astral ward unless it's absolutely essential. Sometimes it's better to work around the problem.

INSIDE AN ASTRAL WARD

You cannot bind a haunter to a fetter inside an astral ward *unless that haunter is already inside the ward*. Once you have crossed inside, you can move your haunter quite freely within the protected area.

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CAUTION

Once inside an astral ward, you cannot Bench a haunter or move it to a fetter outside of the ward!

Gift Powers

We have already discussed Vessel powers, but there is a type of Vessel that's very different from the human-shaped ectoplasmic body we have already encountered.

The two powers known collectively as Gift powers (although they are categorized as Vessel-type powers) create small presents out of ectoplasm.

Each gift can act as a fetter for a certain number of haunters. Additionally, mortals cannot resist these gifts, and will pick them up when they encounter them. The two types of gifts created are:

- **Ethereal Gift (Vessel, Band 4):** A fetter for a single ghost.
- **Trojan Gift (Vessel, Band 9):** Up to four haunters can be bound to a Trojan Gift.

Both types of gift last as long as the power that made it takes to recharge. Only ghosts that bind to object fitters can be bound to a Gift, so Banshees, Spooks, Hordes etc. cannot be bound to one.



When a ghost bound to the gift uses powers, the box shakes, causing the startled mortal carrying the gift to drop it. If she isn't scared away by the power use, she'll pick it up again. Otherwise, the gift remains where it is until the next mortal encounters it.

Gifts are another way to bypass astral wards, and they're perfect for avoiding astral alarms. The haunter creating the gift uses its power outside the ward, and the ghosts fettered to the gift can sit dormant at Band 0, waiting until they are inside the ward before using their powers. Once inside the ward, the haunter may bind to any suitable fetter.



TIP

When a mortal is carrying a Gift, he or she is especially vulnerable to Attraction powers such as Fascinate and Obsession, and will always be drawn toward a haunter using this power if they are in range.



Lighting and fuses

Mortals use electricity to power lighting and machinery. Wherever there is electricity, there are fuses. Ghost Masters can manipulate fuses and fuse boxes to further their goals in many hauntings.

A number of powers affect lighting and fuses. Whenever the lights go out in a single location, the following effects apply:

- Mortals with a Fear of Darkness suffer Light Darkness Horror.
- Rattled or Terrified mortals become Uneasy.

Whenever the lights go out across the entire haunting, it's even more effective:

- Mortals with a Fear of Darkness suffer Medium Darkness Horror.
- All mortals become Uneasy.
- No mortal will calm down while all lights are off (except via the Unearthly Calm power).

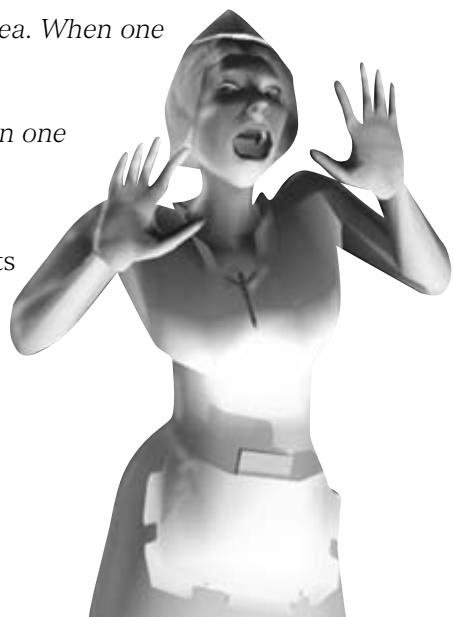
When any light goes out, one mortal present generally tries the light switch to see if it works. If the light comes back on, no problem, otherwise someone goes to investigate the fuse box.

FUSES

There are two types of fuses:

- **Light fuses:** These control the lighting for a particular area. When one blows, the lights go out in the affected location with the effects above.
- **Generator fuses:** Every generator has its own fuse. When one blows, the generator (and all devices it powers) ceases to function.

When a fuse blows, it remains blown until a mortal resets it. A mortal must reach the fuse box (for light fuses) or the generator (for generator fuses) to do this. This can be a useful technique, as you can plant haunters at the fuse box, knowing that mortals are on their way.



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THE FUSE BOX



The following powers and effects affect the fuse box in special ways:

- *Cut Lights* used on the fuse box causes all lights to go out. Although the lights can be turned back on, mortals may still investigate the fuse box.
- *Spark* and *Sparkstorm* may be used on the fuse box to blow a random light's fuse.
- *Strange Behavior* or *Wild & Crazy* may be used on the fuse box to turn out a light in a random location.

Protecting Mortals

It may seem strange to have to protect a mortal from being scared—after all, the usual order of business is to scare the pants off them. However, some hauntings require that you protect a mortal from being scared, particularly when you face haunters not under the control of the Haunter Committee.

The following powers can be invaluable in protecting mortals from being scared away:

- **Possess (Possession, Band 7):** Any mortal who's a fetter for a ghost is immune to other haunting effects—an invaluable way of protecting them when necessary.
- **Sleepwalk (Dream, Band 7):** Sleepwalk offers the same protection as Possess.
- **Unearthly Calm (Emotion, Band 8):** For one minute, mortals affected by this power are affected by an illusion of peace and quiet, and cannot scream or flee. They also calm down during this time at a rate faster than the usual mortal calming (about 25 percent faster than regular calming—see “Plasm Physics”). They are also immune to Terror effects, but still are affected by Belief and Madness.

Additionally, binding a Poltergeist or Trickster to a child protects that child from other haunting effects.

**TIP**

Unearthly Calm is a great weapon against mortal opposition—any mortal under the influence of this power is unwilling to attempt to banish a haunter, because he believes that everything is perfectly normal while the power affects him.

Phase IV Plan of Attack

Once again, you have two choices as to where to begin your next phase of haunting:

- **Spooky Hollow** sees you attempt to prevent a land development conspiracy from using a Headless Horseman to drive a farmer's family off their land—and you can recruit the Horseman for your own team.
- The **Ghostbreakers** must be dealt with. These meddlesome mortals have set up shop in the old police station. Overcome their security and frighten them out of their tiny minds.

Completing Ghostbreakers provides an additional assignment:

- **Full Mortal Jacket** is an attempt to remove one of the last bastions of law and order in Gravenville: the military base.

When all these hauntings have been completed, you're ready to attempt to rescue the Darkling:

- **What Lies Over the Cuckoo's Nest?** sees you return to the hospital and tackle the asylum on the upper floors, where behind astral wards the mad scientist holds the Darkling captive.

Victory is in sight!

Chapter 15: Expert Guide to Haunting

Lady Rose (Fetch)

This cultured and genteel Fetch is a welcome addition to your team. Not only are her Vessel powers useful for haunting, her Trojan Gift is an invaluable tool for bypassing astral wards. Her powers include:

- **Twist Reflection (Band 3):** Subtle changes to a mortal's reflection cause a small amount of Terror and leave the mortal Uneasy.
- **Thing in the Mirror (Band 4):** Perhaps it is the thought of their inherent ugliness that so terrifies mortals when they see the thing in the mirror.
- **Clone (Band 7):** This allows Lady Rose to copy a mortal's physical form and create a Vessel.
- **Trojan Gift (Band 9):** Lady Rose is a charitable sort, and she's happy to offer this gift to mortals. It can be invaluable for getting past astral wards.



The painter (phantom)

This insane artist killed himself in frustration because no one understood his work. It is rumored that Old Man Carter commissioned him to create a portrait, but the Painter won't discuss this. In death, he has become fascinated with Plasm as a medium, and in particular the unique and artistic stenches that can be manifested. His powers include:

- **Stink (Band 2):** This curious scent can repulse and horrify some mortals and attract the attention of others. Ambiguity is the essence of art!
- **Twister (Band 8):** The Painter calls this installation "Peter Panic." The subject of the art that results becomes quite Terrified and experiences a reasonable jump in Belief as well.
- **Nausea (Band 9):** If the goal of art is to create a reaction, this power is the Painter's magnum opus. Mortals find this stench so utterly revolting that it causes a great deal of Terror, as well as often causing them to faint in disgust!

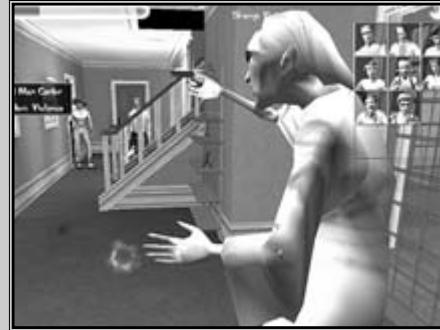


old man carter (specter)

A rags-to-riches tale of success, Old Man Carter was one of the first millionaires to come out of Gravenville at the turn of the 20th century. Although his haunting abilities are extremely well respected, other haunters avoid him because of his endlessly repetitious retelling of his life story.

Carter is delighted to be reunited with his faithful hound Buck, and requests that you make sure the mutt is assigned to any team he is on. (You can ignore his wishes if you want, but if you teach Old Man Carter Phobia, he and Buck make a great team). His powers include:

- **Terrorize (Band 6):** This straightforward Terror power packs quite a punch.
- **Frozen Stiff (Band 8):** Perhaps it is the tedium of Carter's anecdotes that freezes mortals into a block of ice?
- **Danse Macabre (Band 9):** Even in death, Carter has not lost his ability to take control of a tough situation. The convulsive ballet created by this power amuses him greatly. To think that some haunters say he has no sense of humor....



priests

Compared to student witches, priests are somewhat skilled exorcists and the litany they recite at the beginning of their exorcism can instantaneously banish some spirits. However, they sometimes struggle to banish the more Plasm-hungry ghosts. Like witches, priests may use their holy symbols to stun ghosts and banish certain weaker spirits immediately.

Their powers of detection are exquisitely refined. If a ghost is using powers in a Priest's immediate vicinity, he will definitely identify the haunter's fetter, and he has an excellent chance of detecting a ghost using powers nearby. However, unlike a ghostbreaker, he has no better than a 1 in 3 chance of detecting haunters in the same location that are on Band 0.



Chapter 15: Expert Guide to Haunting

The following haunter families are vulnerable to priests and are instantly banished as soon as a priest begins his exorcism:

Gremlins

Hordes

Wisps

Spooks

Manes

Sandmen

All Elementals

Apparitions

Banshees

Thunder Spirits

Other haunters stand a much better chance, and are banished in the following approximate times:

Fetches, Poltergeists: 30 seconds

Wendigos: 35 seconds

Phantoms, Shadows, Tricksters,

Wights: 45 seconds

Headless Horsemen, Specters,

Wraiths: 55 seconds



Chapter 16: Spooky Hollow

Setting:	Spooky Hollow Farm
Objective:	Stop land development conspiracy
Restless Spirits:	3 (The Dragoon, Black Crow, Scarecrow) plus secret haunter (Stormtalon)
Difficulty:	Challenging
Team Size:	8 Haunters



In a quiet hollow with a secret history, a scheming mortal with an uncommon understanding of the occult has struck upon the ultimate way to clear out the land for development. He intends to call upon the spirit of the Dragoon (a Confederate horseman slain during the Civil War) to scare away the farmer's family, and to this end he has acquired the skull of this spirit's mortal body. With his control over the Dragoon, this mortal's plan may well succeed.

Stop this scheme by exposing the mortal who controls the Dragoon—the other mortals have no idea that he has such sinister intentions! Only then can you drive the treacherous fool screaming from Spooky Hollow. If you do not, it is only a matter of time before the farmer's family flees and the developers can move in the bulldozers to begin construction.

Haunting Team

The team the Haunter Committee recommends for this assignment is as follows:

- *Buck (if the Blair Wisp has been laid to rest, he is substituted)*
- *Hypnos (if Arclight or Flash have been laid to rest, they are substituted)*
- *Whirlweird*
- *Weatherwitch (if she has not been laid to rest, Old Man Carter, Brigit, or Moonscream are substituted)*
- *Hardboiled (if Raindancer or Wavemaster have been laid to rest, they are substituted)*
- *Aether (if Windwalker is available, he is substituted)*

Chapter 16: Spooky Hollow

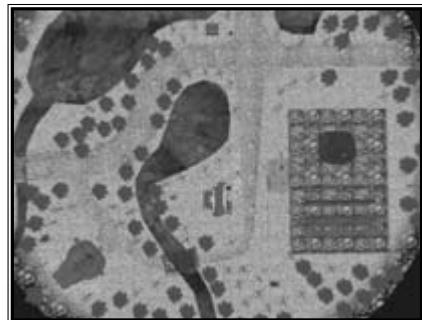
- *Shivers* (if Maxine Factor, Terroreyes, or Blue Murder have been laid to rest, they are substituted)
- *Stonewall* (if Banzai or Harriet have been laid to rest, they are substituted)

This is a difficult haunting with respect to choosing a team—but with the right hauntings, it can be a breeze. If you like to handpick your team, take the recommended team for a scouting visit before beginning the haunting proper. Otherwise, consider the following general recommendations:

- **Outdoor Hauntings:** Because this haunting takes place outside, you need Air Elementals, Buck, and (if you have him available) Windwalker to serve as hauntings with versatile fettering choices.
- **Attraction:** Weatherwitch's Siren Song is desirable, but you may substitute an Apparition if you wish.
- **Immunity:** You need a way to make mortals immune to haunting. The best methods are Unearthly Calm (Fingers, Daydreamer) or Hypnotic Image (the Blair Wisp), with Possess or Sleepwalk being other possibilities. You could even use a Poltergeist to protect a child under the right circumstances.

The Haunting Site

Spooky Hollow is ripe for the attentions of your Outside and Thoroughfare fettering hauntings, specifically those who enjoy playing with the weather. There are also Earth and Water fetters for your Elementals. There are various Corpse, Emotional, Violence, and Murder fetters scattered around, a sleeping hobo for your Sandmen, and the youngest of the Hamner clan make excellent Poltergeist fetters.



FRAGILE OBJECTS

The shack can be destroyed through the use of appropriate damage effects:

- **Shack (3 points of Structural damage):** It takes quite a bit to knock down this shack, but a Quake or a lightning strike will do it.



The Mortals

Name	Bio
John Hamner Sr.	Firm but fair, John Hamner is that rarest of things, a good man.
Olivia Hamner	Olivia loves John dearly, even though he is not a devout Christian like herself.
John Hamner Jr.	The eldest child of the Hamner family, John wants to be a writer some day.
Mary Ellen Hamner	Mary Ellen has plans to become a nurse when she leaves home.
Ben Hamner	Ben knows the farming life is not for him, but hasn't found his calling yet.
Erin Hamner	Middle daughter Erin has become quite the looker since she hit puberty.
Jim Bob Hamner	Jim Bob fantasizes about being a pilot one day, but his eyesight is not very good.
Elizabeth Hamner	The youngest of the Hamner clan, Elizabeth has had psychic experiences since she was abandoned on a Ferris wheel when she was very young.
Earl Walton	Cousin Earl has been staying with the Hamner clan for a few weeks, helping out on the farm.
Zebulon "Grandpa" Hamner	Zeb is an experienced woodsman and farmer who fought in the Spanish-American War.
Esther "Grandma" Hamner	The most devoutly religious of the Hamners, Esther was raised as a member of the rare Catholic-Baptist Church.
Ike Conley	Although Ike is a strong farmhand, he's none too smart.
Yancy Donner	A little overly fond of moonshine, Yancy is not much of a farmhand.
Randy Miller	This hobo ain't got no cigarettes.... A man of means, by no means.

Chapter 16: Spooky Hollow



EARL WALTON

Earl is a cousin of the Hamner clan, but secretly has ill intentions for his relatives. It is he who plans to develop Spooky Hollow by scaring the Hamners away. At the first opportunity he will slip away to summon the Dragoon. His control over the Dragoon comes from his possession of the Dragoon's skull. You need to break this hold on the Dragoon before you can drive Earl away (see "Main Objectives").

Strategic Plan

INITIAL PLASM

A general sense of Unease lies across Spooky Hollow, but you don't have much Plasm. Your goal requires you to protect the farmer's family, but some farmhands and a hobo can be frightened away for Plasm fodder.

Mean Terror: 2.0 percent
Starting Plasm: 75

MAIN OBJECTIVES

Expose the Cousin

It is vital that a family member witnesses Earl's treachery. When Earl is in the windmill controlling the Dragoon, draw one of the Hamners to the windmill to witness Earl's nefarious deeds.

Any of your usual methods for mortal wrangling will get them to the windmill, including Siren Song, Attraction powers, and Noise powers.

Don't Scare the Messenger

Once at the windmill, the family member hears Earl's chanting and goes to the window to investigate. Unfortunately, this alerts Earl to the threat, and he calls upon the Dragoon to hunt down and drive away the mortal. Ensure that this messenger makes it back to the farmhouse to warn the others. There are a number of ways to accomplish this, as follows.

- Use wind effects (Weatherwitch, Aether, etc.) to turn the windmill (wind force 2), thus knocking over the skull and breaking the cousin's control temporarily. Be careful not to raise the wind before the Dragoon is summoned, or Earl will engage the brake, making your task harder.
- If the brake is on, it takes wind force 5 or more to force the brake and turn the windmill. If you triggered the wind too early, you have to apply more wind force to interfere in this way.
- Quake (Banzai) can knock the skull off the millstone directly, thus aborting the Dragoon's current attack and allowing the running mortal to reach the farmhouse safely.
- Use Unearthly Calm or Hypnotic Image on the retreating mortal to make him immune to Terror, so he can survive the Dragoon's attack and make it to the farmhouse.
- A sleeping hobo provides a useful fetter for a Sandman that can be used to make the mortal Sleepwalk, and thus become immune to attack.
- Possess also has the same effect; use a Corpse fetter in the shack.
- If the mortal who witnesses the cousin's summoning is a child, binding a Poltergeist or Trickster to that child renders her immune to other effects, allowing her to safely return to the farmhouse.

Scare Away Cousin

Once the whistle has been blown on Earl, the angry family confronts him, wrests the skull from him, and returns it to the Dragoon's grave. This lays the Dragoon to rest, allowing you to use this spirit to terrify Earl until he flees.

GOAL SCORES

Dragoon Laid to Rest:	500,000
Restless Spirits:	150,000



Chapter 16: Spooky Hollow

The Dragoon (Headless Horseman)

This is not technically a restless spirit, because it was summoned by the cousin. However, it can be recruited if Earl's hold upon it can be broken. The technique is described in "Main Objectives."

Headless Horsemen are rare Horrors, much prized by Ghost Masters. They are believed to be distantly related to Specters, although the addition of an equine essence seems to unlock other capabilities. Binding to Thoroughfares, these spirits (which combine the essence of both the rider and the steed) have a ferocious desire to hunt.

The Dragoon's powers include numerous Pursuit powers, and his capacity to be bound to Thoroughfares makes him a useful aid to haunting (see Caution). Two powers warrant special attention:

- **Phobia: Hunted (Band 7):** *The Dragoon's Chase and Deadly Pursuit powers cause Hunted Horror, so this power serves to radically increase the amount of Terror he can cause in a mortal. Phobia: Hunted coupled with Deadly Pursuit is a truly terrifying combination.*
- **Deadly Pursuit (Band 10):** *The poor mortal facing this power suffers Medium Belief and then 2–5 consecutive hits of Heavy Hunted Horror and Medium Belief. This can be devastating to any mortal unable to get out of the Dragoon's way!*

CAUTION

The Dragoon is not comfortable in confined spaces and cannot be bound to Thoroughfares that are indoors, only those that are outside.



Black crow (wight)

The murdered Native American is still indignant at the loss of his land, and having a poorly constructed shack built upon it is further insult. Black Crow gladly joins your cause if this shack can be completely leveled. It requires 3 points of Structural damage to achieve this:



- Quake (*Banzai*, or *Stonewall* if he has been taught it) can be used to smash it to pieces.
- Haunted Hail (*Raindancer*) can also destroy the shack.
- Hurricane-force winds are strong enough to level the building.
- A lightning strike will also destroy the shack. You need Rain + wind force ≥ 5 . This route will have the added benefit of recruiting Stormtalon to your cause (see *Stormtalon's sidebar*).
- Any combination of powers causing Structural damage may be used including gale force winds (1 point), Tremor (1 point) or Hailstones (2 points).

Black Crow is a Wight, a family of ghosts very closely related to Manes. Like Manes, they can bind to Corpses, but they also can be fettered to Earth, which lends them added versatility. Wights are more powerful (and more Plasm expensive) than Manes, however, and Black Crow packs considerable punch. His more interesting powers include:

- **Choking Odor (Band 6):** *The funk of 40,000 years.... Well, a pretty bad smell, at least. No mortal can bear this smell. Use it to move mortals out of an area. Additionally, anyone sensitive to bad smells and general uncleanliness will faint.*
- **Buried Alive (Band 10):** *Black Crow's vengeance. The mortal victim is sucked underground and suffers Extreme Trapped Horror, while any witnesses experience Medium Hunted Horror and Medium Belief.*

Chapter 16: Spooky Hollow

scarecrow (horde)

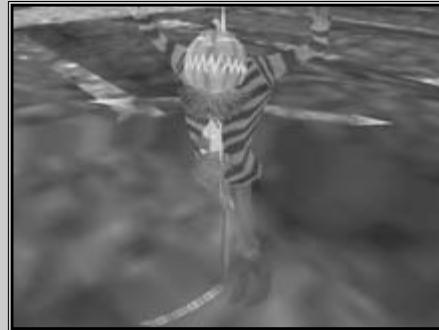
The spirits of a thousand dead crows have combined into this Horde. The resulting gestalt takes the form of a scarecrow. Unlike other Hordes you have encountered, this Horde is totally wild and can only be bound Outdoors. However, it is not lacking in power.

At the moment, its essence is bound to the field where Scarecrow originated, but a taste of blood is sufficient to commence the chase. This ancient practice of “bleeding” to raise the ferocity of beasts who are about to hunt is still practiced in some places in the mortal realms, but you must provide a taste of Scarecrow’s prey:

- *Create water, then turn it to blood. Leak (Stonewall or Wavemaster may learn this) or Flood (Raindancer) plus Gore (Hardboiled knows this power; Raindancer and Wavemaster may learn it) create an artificial flow of blood.*
- *Seeping Blood when used in close proximity can also do the trick (Hardboiled knows this power and Wavemaster may learn it). This may be the easiest solution.*
- *Gushing Blood (Hardboiled knows this power; Flash may learn it) is another possibility, but the lack of convenient fetters nearby means using a mortal as a fetter and bringing the haunter with Gushing Blood close to Scarecrow.*

Once you have the Scarecrow, you have a powerful Horde to use outside. Scarecrow’s flavor is Hunted, and so all of its Swarm powers cause Hunted Horror.

- **Legion (Band 6):** *This is the most powerful Swarm power, and Scarecrow uses it to create a murder of crows to terrify any mortal that crosses its path.*



Stormtalon (Thunder spirit)

Avatar of the storm, Stormtalon is an elemental prince who responds if a thunderstorm is created—he always opposes the forces of progress and gladly sides with you:



- Combine Typhoon (Weatherwitch can learn this) with Rain (e.g., Raindancer). This causes a thunderstorm.
- Use Tempest (Whisperwind) and Gusts (Weatherwitch) with Rain (Raindancer).
- Use Gather Winds (Aether, Windwalker) with either Tempest (Whisperwind) or Gusts (Weatherwitch), together with Rain (Raindancer, Black Crow). This takes a little longer, as Gather Winds gradually raises the wind force. Once you reach wind force 5, the thunderstorm will commence.

The Haunter Committee does not classify Thunder Spirits as Elementals because their Plasm costs are higher, but the familial resemblance is unmistakable. Typhoon is one of Stormtalon's powers you have not yet encountered (unless you taught it to Weatherwitch).

- **Typhoon (Band 9):** This is the most powerful Wind power, raising the wind force by 5 and preventing it from dying down. Combining this power with Rain creates a thunderstorm, but Stormtalon cannot do this alone (despite knowing the Rain power), because no ghost can simultaneously use two continuous powers.

Chapter 17: Ghostbreakers

Setting:	Police Station
Objective:	Rescue any captured haunters and use them to empty the building
Restless Spirits:	Special (see sidebar)
Difficulty:	Challenging
Team Size:	8 Haunters

After the recent chaos at the Hell Street Precinct, the building was abandoned and sold. The ghostbreakers moved in and made it their new base of operations.

Deep in the building, their Ectoplasmic Storage Device is imprisoning haunters. You must find a way to infiltrate the astral wards protecting the offices, destroy the Ectoplasmic Storage Device, and free the ghosts inside. Then it's time for payback....



Haunting Team

The Haunter Committee recommends the following team:

- *Lady Rose (if Tricia has been laid to rest, she is substituted)*
- *Cogjammer (if Hogwash has been laid to rest, he is substituted)*
- *The Painter (if Maxine or Terroreyes have been laid to rest, they are substituted)*
- *Old Man Carter (if Static has been laid to rest, he is substituted)*
- *Hypnos (if Daydreamer has been laid to rest, he is substituted)*
- *Aether (if Firetail or Sparkle have been laid to rest, they are substituted)*
- *Buck (if Stormtalon has been laid to rest, he is substituted)*
- *Clatterclaws (if Harriet has been laid to rest, she is substituted)*

Your principal problems here is the Ghostbreakers' astral wards and astral alarum: most of your strategy hinges upon tackling these problems. Additionally, the Ghostbreakers themselves are likely to be a problem, so prepare to battle them in the worst case.

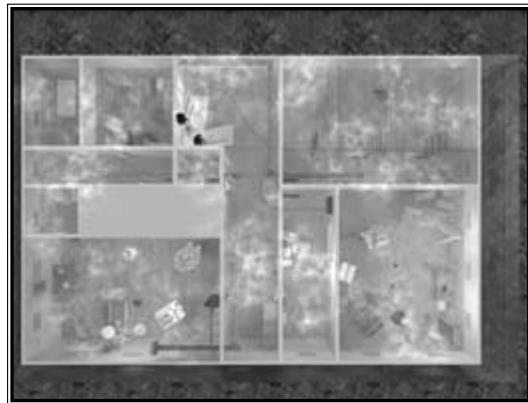
In general you'll want the following:

- **Gift Powers:** One of the best ways to infiltrate the Ghostbreaker interior is to use *Gift powers* (*Fetches* or *Tricksters*) as these don't trip the alarm. It is worth bringing at least one haunter who can do this.
- **Electrical Powers:** Bring many ghosts who can destroy electrical equipment—*Hogwash*, *Electrospasm*, and *Stormtalon's Surge* is desirable, but *Static* and *Cogjammer* are perfectly useful, too.
- **Blackout Powers:** This is a direct route into the station, and therefore *Hogwash* or *Stormtalon* (or another haunter who has been taught this power) are desirable.
- **General Haunters:** As well as haunters to overcome the technical challenges, bring haunters that fit your usual haunting needs—versatile *Plasm-cheap* haunters to get *Plasm* flowing, and a few “shock haunters” for muscle later on.

The Haunting Site

Those pesky ghostbreakers have complicated the haunting with their defenses. Nevertheless, the same Electrical, Water, and Mirror fettering options remain, as does the Corpse in the morgue.

Your enemies have installed some new equipment throughout the station, specifically their ghost prison, the generators that power tech wards, and alarm equipment. These gadgets act as Electrical fitters. Otherwise, the same fitters are still in place. Just be more careful when using them, unless you enjoy seeing your haunters banished. Take note of the Mirror in reception—it is a perfect place for a Fetch to use *Gift powers*....



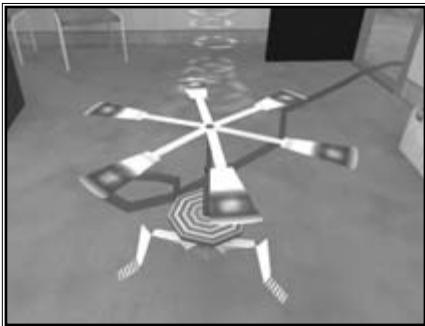
Chapter 17: Ghostbreakers

To haunt the station grounds, use Outside haunters, and any haunters that bind to Electrical or Water fetters.



FRAGILE OBJECTS

The following objects can be destroyed through the use of appropriate damage effects:

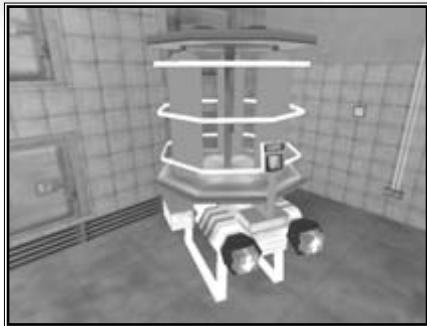


- **Astral Security Systems (2 points of Machine damage):** These devices generate the Ghostbreakers' astral wards—destroy them to take down a ward.



- **Astral Alarum (1 point of Machine damage):** Disable this device, and the ghostbreakers cannot detect your haunting activities so easily.





- **Ectoplasmic Storage Device (3 points of Machine damage):** This ghostly prison is the target of your endeavors—destroy it to liberate any ghost who is trapped within. This machine is exceptionally vulnerable to warm temperatures and can be destroyed by exposing it to warm air.

The Mortals

Name	Bio
Laurence Murray	Laurence helped found the Ghostbreakers company, thinking it would be a good way to meet women.
Raymond "Curly" Akroyd	Raymond helped fund the Ghostbreakers company and is a somewhat nervous field operative.
Dr. Maureen Ramis	Dr. Ramis was the brains behind the ghostbreakers' capture equipment and Ectoplasmic Storage Device.
Janine Potts	Janine is an excellent receptionist with a dry wit.
Jack MacGillicuddy	MacGillicuddy is constantly vying with Burt for the affections of Agnes, the radio operator.
Richard Rocket	Richard is tired of the other desk jockeys making fun of his name.
Burt Armstrong	Burt is deeply in love with Agnes Beasley, the radio operator. In his spare time, he plays the viola.
Agnes Beasley	Agnes loves being the radio operator, and delights in giving radio directions in rhyme.
Maddie Shepherd	Employed to keep the equipment running smoothly, Maddie was a model before she became a technician.
David Willis	David's in charge of security in the Ghostbreaker offices, and his wisecracking frequently annoys Maddie.

Chapter 17: Ghostbreakers

Strategic Plan

INITIAL PLASM

The denizens of Gravenville do not feel safe any more, and so the mortals here begin the mission significantly afraid. This aids you considerably at the start of the haunting.

Mean Terror: 4.7 percent

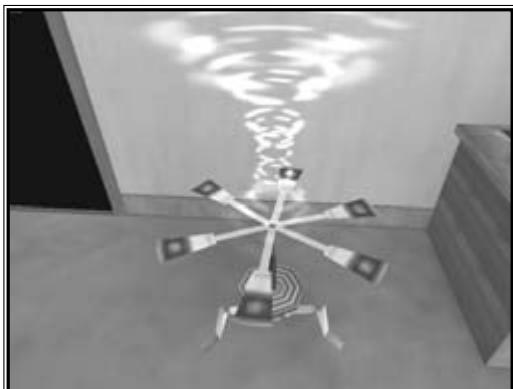
Starting Plasm: 130

MAIN OBJECTIVES

Enter the Station

You must find a way to get past the green astral ward that protects most of the station interior. Suggestions include:

- *Ethereal Gift and Trojan Gift can be used to get mortals to carry haunters into the police station (Harriet, if recruited, can do this by the front or back door; or bind a Fetch to the Mirror in reception). You can then bind haunters to these gifts and, once mortals carry them inside, move the haunters to other fetters within (make sure they are on Band 0 so you don't attract unwanted ghostbreaker attention).*
- *Blackout (or a lightning strike from a Thunderstorm) temporarily shorts out the green astral ward, allowing you to enter the station.*



Destroy Green Ward (Outer Ward)

The device generating the green ward can be found in the processing room, next door to the line-up area. The usual Machine (or Structural) damage powers can destroy this device. However, if the alarm is not destroyed first, any haunters present may be captured. Be prepared to hit and run if necessary.



Destroy the Astral Alarum

The Astral Alarum is protected by the blue ward. You will need to take down this ward in order to knock out the Astral Alarum. You can do this in the following ways:

- The blue ward is projected from a device in the same room as the Astral Alarum, but is powered from a generator on the lower floor. Follow the power cable to find it. This generator can be Greminised (Cut Power, Blackout, Surge) or destroyed with appropriate powers. However, since the alarm is still in place, the haunters responsible may be caught. Once the generator is down, most Electrical powers or powers causing Structural damage can be used to destroy the alarm.
- The Astral Alarum is very weak (requiring only 1 point of Structural damage to stop working). This means that a Quake (Banzai) set off anywhere in the station will knock it out, even if the blue ward is still in place.



Chapter 17: Ghostbreakers

Destroy Ectoplasmic Storage Device

The Ghostbreakers' "prison" and generator are in the morgue behind a red ward. To take out the ESD:

- The ESD needs low temperatures to work—if you heat up the morgue, it will break. A Gremlin or something similar on air conditioner control unit (in the corridor near the cells—look for a snowflake symbol) can use Electrical powers (Strange Behaviour, Wild & Crazy etc.) to reverse the air flow, but you will need a Fire Elemental bound to an Electrical fetter outside to provide the warmer air. Inferno (Sparkle) is the best power, but any temperature-raising powers should work.
- An alternative is to use Ethereal Gift or Trojan Gift to get into the morgue, and use this to get Gremlins, Wraiths, etc. inside. This is a little harder to achieve, but it will work.



Empty Station

Once the ESD has been destroyed, all that remains is to empty the old police station. You may now fall upon its occupants and terrify them with extreme prejudice!

GOAL SCORES

All Mortals Fled or Insane: 500,000

Restless Spirits: 150,000

Banished Haunters: -50,000

The ectoplasmic storage device

When the ESD is destroyed, any haunters the Ghostbreakers are currently holding captive are released and join your forces. The following three ghosts from *The Unusual Suspects* will be present, if you have not laid them to rest:

Blue Murder
Electrospasm
Banzai

However, if you have laid to rest at least one of these haunters, Windwalker will also be in the cells (assuming you have not already acquired him by other means).



Chapter 18: Full Mortal Jacket

Setting:	Military Base
Objective:	Empty Military Base
Restless Spirits:	1 (Wisakejak)
Difficulty:	Difficult
Team Size:	8 Haunters

Fort Graven is a small military outpost outside of town. It's an insignificant place, but the Haunter Committee fears that if panic continues to spread through the streets of the city, the army may be called in to enforce calm. It's a messy outcome and best avoided. Furthermore, the Department of Clairvoyance reports future significance to this site, although the omens are vague and inconclusive.

Your mission is to eliminate the army before it can be mobilized. Break down the military personnel's resistance and send them scurrying into the darkness.



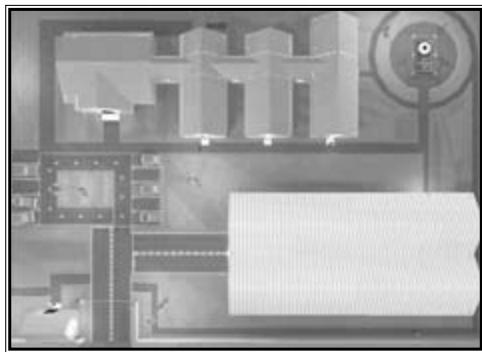
Haunting Team

The Haunter Committee recommends the following team:

- Buck (if Scarecrow has been laid to rest, it is substituted)
- Hypnos (if Flash or Arclight have been laid to rest, they are substituted)
- Cogjammer (if Lucky has been laid to rest, she is substituted)
- Lady Rose (if Harriet has been laid to rest, she is substituted)
- Old Man Carter (if Knuckles or the Dragoon have been laid to rest, they are substituted)
- Stonewall (if Banzai or Black Crow are available, they are substituted)
- Aether (if Whisperwind, Windwalker, or Stormtalon are available, they are substituted)
- Quiver (if Weatherwitch, Moonscream, or Brigit have been laid to rest, they are substituted)

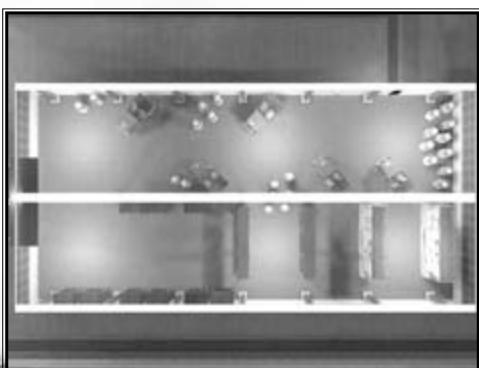
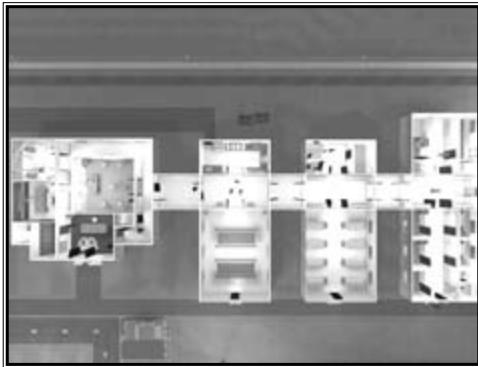
This is a straight haunt, albeit tougher than you may be used to, and the usual team requirements for such a task apply. You face opposition in the form of the army chaplain (a priest) so take this into account when selecting a team. The recommended team is adequate, but feel free to take along your favorite hauntings.

The Haunting Site



The military base is an unusual haunting location in that it's divided between interior and exterior locations. However, the open expanse of the base means you must not neglect your Outside and Thoroughfare hauntings when selecting your team. The monument to an unknown soldier also is a source of Corpse fettters.

The main building is best suited to Inside and Thoroughfare hauntings, but some Electrical and Water fettters are also present. There are also Violence and Emotional fettters, but these are not the most useful fettters in the haunting. Nonetheless, they may be useful places to ambush the chaplain.



The storehouses are of little immediate use to you, and you may do better to focus your haunting elsewhere. They are large areas, however, and make good places for an Inside Horde such as Clatterclaws.

Chapter 18: Full Mortal Jacket

The Mortals

Name	Bio
Colonel Sherman Morgan	Colonel Morgan likes to collect Native American artifacts.
Sergeant-Major Windsor Williams	Sergeant-Major Williams has mighty lungs and a short temper. Many of the soldiers are afraid of him.
Gunnery Sergeant Ermey	The base's drill instructor, Gunnery Sergeant Ermey is a vicious taskmaster and devoid of compassion.
Corporal Gary O'Reilly	Corporal O'Reilly has a passion for radar equipment.
Father William Mulcahy	Father Mulcahy is a somewhat nervous man of the cloth, but his convictions are resolute.
Sergeant Alan Pierce	Sergeant Pierce is a bit of a joker.
Corporal Loretta Houlihan	Houlihan is easily irritated and has no patience for wisecrackers.
Private Mike Hunnicut	Private Hunnicut wonders if he should have become a doctor.
Private Lynette Griffin	Private Griffin is a solid, professional soldier.
Private Odessa Ballis	Private Ballis keeps detailed files on the Ukraine for her personal amusement.
Private Larry Burns	This private is distantly related to a local billionaire.
Corporal David Winchester III	Corporal Winchester is absurdly uptight.
Private G. W. Rizzo	Although he is sometimes accused of being a rat, G. W. is harmless enough.
Private Jeff Straminsky	Private Straminsky has earned the nickname "Igor."
Private Goldie Benjamin	She joined the army to find herself, and to remove the temptation of further plastic surgery.
Private Mary Glass	Private Glass is self-conscious about being a woman in the armed forces.
Private Timothy Jones	Private Jones has a feeling he's not going to be in the army for long.
Private Jamie Klinger	Gradually, Private Klinger is coming to the conclusion that he doesn't want to be in the army, but hasn't yet decided how to get out of it.



FATHER WILLIAM MULCAHY

This mild-mannered man of the cloth has curiously received orders to brush up on his exorcism techniques. Presumably military intelligence is not the joke that we assume it to be. He is skeptical of the occult, however, and it won't be easy to convince him of the reality of the unseen world.

Strategic Plan

INITIAL PLASM

Despite the panic in Gravenville, the military personnel remain in good morale. Hit them hard and fast to secure your Plasm in this haunting.

Mean Terror: 2.4 percent

Starting Plasm: 85

MAIN OBJECTIVES

Drive Father Mulcahy to Flee

The most dangerous mortal in the haunting is this military priest, so take care in haunting him. His Belief in the occult is low, so hit him with Belief effects before you terrorize him.

Empty the Base

In essence, this is a straight haunt, but military discipline may make life more difficult for you.

Make use of the exterior locations, and be sure to have haunters you can use to terrify in the outdoors (Scarecrow, if you've laid this spirit to rest, is a perfect choice) as the army base has a balance of both interior and exterior locations.

You may find that this haunting is the perfect place to employ Madness powers, as the skeptical and strong-willed military can be easily driven insane when assaulted by a suitable team of haunters.

GOAL SCORES

All Mortals Fled or Insane: 1,000,000

Restless Spirits: 300,000

Banished Haunters: -100,000

Chapter 18: Full Mortal Jacket

wisakejak (trickster)

This coyote spirit was trapped in a tree when it was outsmarted by a wily Shaman named White Cloud. He told Wisakejak that he would remain stuck there until the forest fires engulfed the tree—payback for the Trickster's pranks. But a logging company cut down the tree and it was carved into a wooden totem for sale at the gift shop in a Native American casino. The totem pole has since come into the possession of the commanding officer at Fort Graven.

To free Wisakejak, the Shaman's curse must be broken by having fire touch the wood—phantasmal fire is sufficient to lay this Trickster to rest.

Here are your options:

- If enough Plasm is available, Wisakejak's Trojan Gift can be used as a fetter for a Fire Elemental or Arclight who can then burn the totem with the Bonfire power.
- A Fetch bound to the mirror in the nearby bathroom can produce an Ethereal Gift which can achieve the same goal for a lot less Plasm (a mortal will have to carry it out of the bathroom, however).
- Arclight could Possess a mortal and be carried to the office that way; Colonel Morgan would be the best choice.

This Trickster has been around a long time, but does not have much experience working for a Ghost Master. Nonetheless, you can put him to good use. His more interesting powers include:

- **Arboreal Prison (Band 6):** This power is used to keep a mortal in one place long enough for him to be hit with other powers, although it causes Light Belief, and anyone who is afraid of being Trapped, or is already scared, suffers Medium Trapped Horror.
- **Trojan Gift (Band 9):** This is much like Ethereal Gift, but the astral capacity of the resulting present allows it to hold up to four haunters at a time. If you want mortals to carry the gift around, make sure any haunters bound to the gift have been put on Band 0. Mortals tend to drop the present if anything emanates from it.

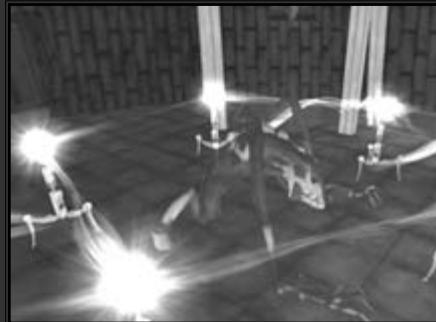


Chapter 19: What Lies Over the Cuckoo's Nest?

Setting:	Hospital/Asylum
Objective:	Free the Darkling and empty the building
Restless Spirits:	1 (The Darkling)
Difficulty:	Difficult
Team Size:	8 Haunters

It's time to rescue the Darkling, who was captured by Dr. Krauss, the deranged

Professor of the Occult, and whose location has been tracked to the asylum floors of the hospital. This mad academic wishes to use the Darkling as part of a plot to bring about the end of the world. As a testament of the degree to which Dr. Krauss' sanity has left the building, he worships the Darkling and believes that he is doing that ancient spirit's bidding.



He has trapped the Darkling within spooky beams generated from the mad people in the asylum. You must penetrate the astral wards around the asylum, free the Darkling, and empty the building.

Restless Spirits

If you did not lay to rest Daydreamer in *The Phantom of the Operating Room*, he will still be here. And of course, you will also recruit the Darkling when you disrupt Dr. Krauss' nefarious plans.

Chapter 19: What Lies Over the Cuckoo's Nest?

Haunting Team

The Haunter Committee recommends the following team:

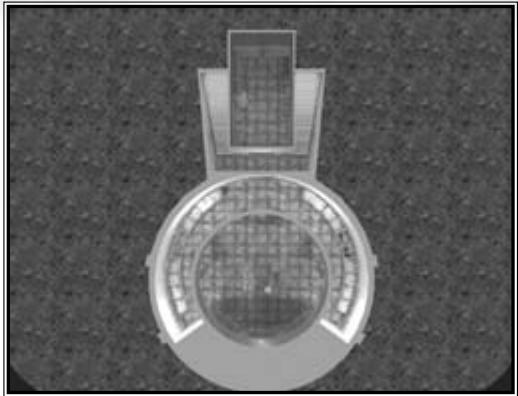


- Lady Rose (if Tricia has been laid to rest, she is substituted)
- The Painter (if Wisakejak or Harriet have been laid to rest, they are substituted)
- Stonewall (if Firetail or Stormtalon have been recruited, they are substituted)
- Cogjammer (if Sparkle has been laid to rest, he is substituted)
- Old Man Carter (if Black Crow has been laid to rest, he is substituted)
- Hypnos (if Daydreamer has been laid to rest, he is substituted)
- The Dragoon (if Maxine, Terroreyes, or Blue Murder have been laid to rest, they are substituted)
- Buck (if Scarecrow has been laid to rest, it is substituted)

Your first task in this haunting is to bypass the astral ward protecting the asylum floors; many of the tricks you learned to use in the Ghostbreaker offices will apply. As it cannot be disabled, this ward has to be worked around. Gifts are vital, so bring Fetches and Tricksters. When you free the Darkling, you're left with a straight haunt, so a few of your favorite haunters will fit nicely into the team.

In general, you'll want the following:

- **Gift Powers:** Bring at least one Fetch or Trickster, as this is the most reliable way of accessing the hospital's upper floors.
- **Mortal-Riders:** You must move the catatonic form of Bruce Elm one way or another, so bring either a Sandman or Black Crow (or even better, both). These are useful in the hospital anyway, because mortal-riders reach a wider area than those that remain in one place.
- **Hordes:** The recommended team suggests Scarecrow, who is an excellent outside guard, but bring Clatterclaws or Buck along to keep the mortals moving.
- **Outside Guard:** Scarecrow, plasm cheap and effective, is the perfect outside guard for this scenario, if you have recruited it. Place this Horde by the front door and few people will want to be outside.
- **Shock Haunters:** When you have to empty the place, it's good to have powerful ghosts to lend you muscle. Manes and Specters are good choices—they can Possess to reach a wider area.



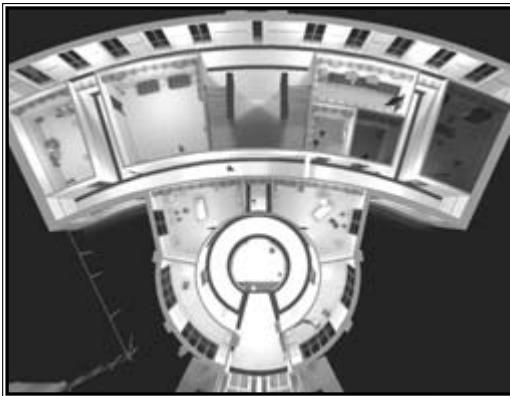
The hospital is still packed with Electrical, Air, Water, and Mirror fetters, and the long corridors are still good places for Banshees.



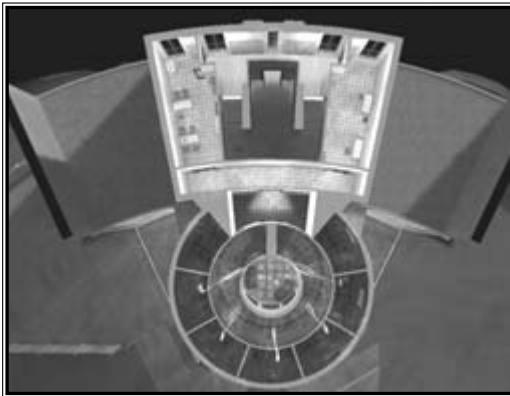
The lower asylum level of the hospital contains the prisons of a number of insane inmates. Modern technology has provided plentiful Electrical fettering here.

The Haunting Site

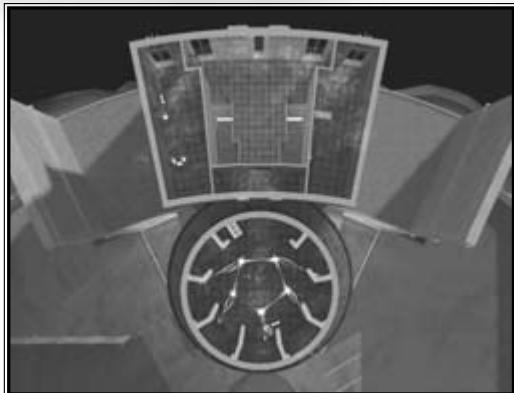
The basement of the hospital provides the same fettering possibilities as before. The Corpse and Murder fetters are the most useful fetters.



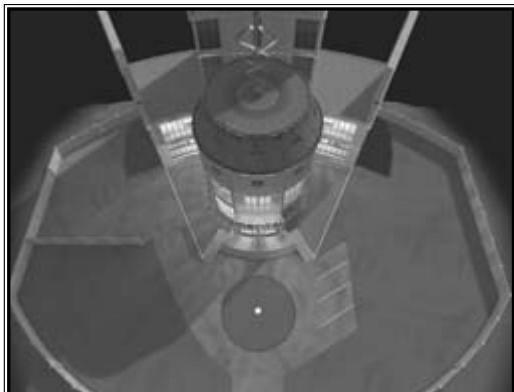
The lack of large numbers of psychic fetters means that you must be inventive. Concentrate on those hauntings who can Roam, Possess, or otherwise move around the haunting site.



Chapter 19: What Lies Over the Cuckoo's Nest?



The top floor of the asylum section of the hospital may be all but impenetrable to your haunters. Concentrate on fulfilling your goals rather than infiltrating your ghosts into this heart of darkness.



The hospital grounds provide little help to the specialist haunter. Use Outside fettering ghosts if you wish to convince the mortals to stay inside.

The Mortals

Name	Bio
Dr. Victor Begley	Dr. Begley's frivolous manner irritates Dr. Daniels, especially when he talks about his electric car.
Dr. Mark "Kit" Daniels	With a terribly short temper, Dr. Daniels is renowned for chewing out the other staff for the slightest transgression.
Cathy Whinnery	Dr. Whinnery is the hospital's resident pathologist. She is only barely in touch with reality.
Dr. Annie Sikes	Annie's compassion makes her a popular doctor with the patients.



Name	Bio
Nurse Helen Pickles	The head nurse, Nurse Pickles, does her best to keep the other nurses under control.
Nurse Annie Walker	Annie has an iron will and recently reconciled with her husband.
Nurse Mildred Fletcher	Nurse Fletcher is the most terrifying force of nature on the psych ward.
Nurse Valerie Goldberg	Nurse Goldberg dreams of having the center spot in <i>Hollywood Polygons</i> .
Orderly Luther Laneuville	Luther aspires to being more than just an orderly, but for the time being he is stuck doing the menial work on the wards.
Orderly Paco Lacamara	Paco feels he is doomed to be a mop monkey for the rest of his life.
Paul Burke	Burke has been complaining of chronic chest pains ever since he was admitted to the hospital.
Jenette Vasquez	Although Vasquez doesn't much like William Gorman, she was unlucky enough to be injured in an accident with him.
Cynthia Dietrich	Dietrich was injured in the same accident that hospitalized Frost. She may have been responsible for setting him on fire.
Bill Hudson	Bill Hudson is delirious on his current medication and keeps muttering "game over, man... game over..."
William Gorman	Gorman was badly injured in an accident with Jenette Vasquez.
Kevin Culkin	Kevin is a bit of a bully.

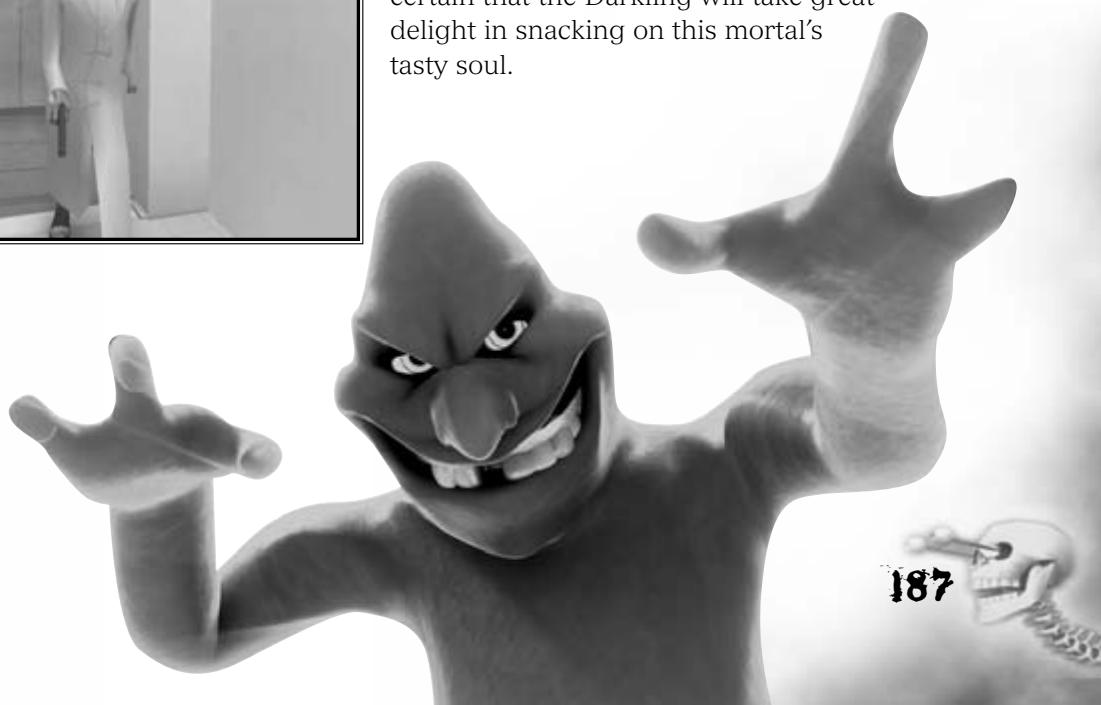
Chapter 19: What Lies Over the Cuckoo's Nest?

Name	Bio
Barton Turturro	A life in Hollywood has driven Mr. Turturro into his own fantasy world.
Leon Compowski	The staff calls Leon "the big white guy who thinks he's the little black guy."
Jerry Sizzler	Jerry had to be separated from his "sister," who has been moved elsewhere. They are convinced they are lounge singers, and not two clearly insane people.
Jack McMurphy	Jack really hates Nurse Fletcher, and is not allowed near typewriters or axes.
Dr. Krauss	Insane genius and secretive worshipper of the Darkling, Dr. Krauss intends to unleash the apocalyptic potential of his deity.
Bruce Elm	He was found in the woods, and his shattered mind now refuses to respond to any stimulus.

DR. KRAUSS



He is intent on his mad plans and is impossible to divert from his agenda. Perhaps not impossible—we can be certain that the Darkling will take great delight in snacking on this mortal's tasty soul.



Ghost Master

BRUCE ELM

Poor Bruce...one might almost feel sorry for this mortal. Perhaps there was a shred of good in Bruce's soul when the Darkling was first summoned, because he was driven mad rather than being wholly devoured. He lay out in the woods, a wretched thing, incapable of movement, until after the capture of the Darkling—then Dr. Krauss brought him to the asylum as one of the inmates whose madness is imprisoning the ancient spirit. It's an ironic circumstance—perhaps the destinies of this mortal and the Darkling are bound together.

Although he's catatonic and nonresponsive, his body still works fine—just Sleepwalk or Possess him and your ghosts can take him on a merry ride.



Strategic Plan

INITIAL PLASM

The town of Gravenville has been sorely shaken by your deeds, and even before you start haunting there is a high degree of unease.

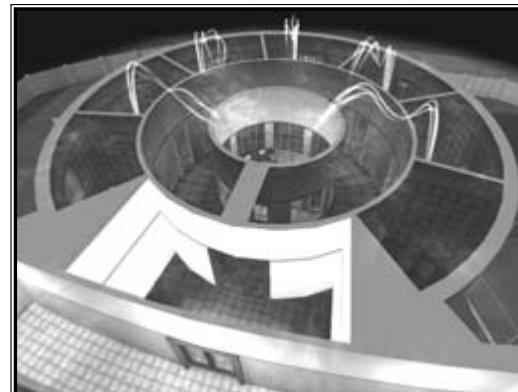
Mean Terror: 4.1 percent

Starting Plasm: 120

MAIN OBJECTIVES

Penetrate Astral Ward

The asylum floors of the hospital are protected by an astral ward. It cannot be disabled and can be bypassed only by the usual means. Two of the nurses, or either of the orderlies, are the main means of penetration, because they go up to the asylum floors.



Chapter 19: What Lies Over the Cuckoo's Nest?

There are four mortals who work on the asylum floor:

Nurse Mildred Fletcher

Nurse Valerie Goldberg

Orderly Luther Laneuville

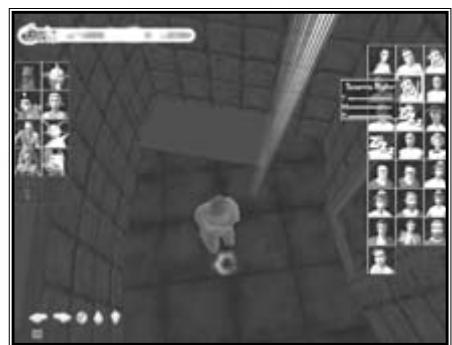
Orderly Paco Lacamara

- They all use the bathrooms on the second floor, and can be made to pick up a Gift dropped by a Fetch in the mirror. They will carry it upstairs, provided they don't get distracted. Haunters on the Gift will be carried through the ward and can be used on the asylum floors.
- You could also use a Gift (from a Fetch or Trickster) in combination with Attraction powers. These are especially effective on mortals holding a Gift, and the Darkling's Obsession should draw the mortal up to the asylum floors, carrying any haunters bound to the Gift.
- You can also get haunters upstairs using Possess, Sleepwalk or as a Vessel, although this is less useful than the Gift, as you will need Electrical powers to open the doors (see below).

Free Inmates

The insane mortals are powering the Darkling's prison. If the doors to their cells can be opened, they will escape, weakening the field that holds the Darkling captive:

- Use of Electrical powers (e.g. Strange Behavior, Wild & Crazy) in the circular corridor can open the doors, although Strange Behavior only opens one at a time. This requires a Gremlin, Wraith, or Thunder Spirit carried upstairs on a Gift fetter.



- Use a thunderstorm. Lightning will hit the big conducting rod above Dr. Krauss' circular room and short out the electronics in the door control. This causes the door control to malfunction, freeing the mad people.

Free Bruce



The mad people may scamper away, but Bruce Elm is incapable of movement (or reacting to normal stimuli). You must find a way to get his body out of the cell:

- Get a Sandman past the ward by Sleepwalking and then bind it to Bruce. Then Sleepwalk him to get his body to walk away.
- Get Black Crow past the ward on a gift or by Possessing someone else, then bind him to the plant pot in Bruce's cell. He may then Possess Bruce, which allows Bruce to be moved away by ghostly remote control.
- Hypothetically, if you can manipulate a gift-carrying mortal accordingly, you might be able to get a Mane or Specter into Bruce's room on a gift, but this is a long shot.
- Use Quake (Banzai bound to plant pot) to disrupt the mechanism that connects Bruce to the device that holds the Darkling.

Empty the Building

Once freed, the Darkling takes spiteful vengeance upon Dr. Krauss, after which he is laid to rest and joins your team. Use him along with all your other haunters to fall upon the hospital denizens with gleeful horror, and drive every mortal either to flee or to abandon all notions of sanity.

Enjoy this haunt! You have earned it.

GOAL SCORES

All Mortals Fled or Insane:	1,000,000
Restless Spirits:	300,000

Ghost Master®

Phase V: Aftermath

Congratulations on your victory in Gravenville! You have completed all your main objectives and, barring some unforeseen event, your work here is complete. If you are the kind of Ghost Master who likes to do only what is asked of you, then you can take a well-earned break. If, however, you are seeking a promotion, you may use the Time Gate to maximize your Gold Plasm earned, and to recruit every restless spirit detected in the vicinity of the town. Once you have earned at least a Double Pumpkin medal in each haunting and completed your collection of Gravenville hauntings, you may consider your success to be total.



Chapter 20: Master Guide to Haunting Maximizing Your Gold Plasm



Once all the other haunting skills have been mastered, the Ghost Master may turn his or her attention to refining earlier hauntings. Use the Time Gate (accessed from the High Scare table) to return to any previous haunting to earn more Gold Plasm. Achieve more Scares than previous attempts to earn the extra Gold Plasm.

INSANES

One way to improve your Scare total is to aim for Insanes instead of Flees. An Insane mortal still counts as Fled for the purposes of victory (we don't mind if you terrify them or break their sanity so long as they learn their lesson), but is worth 2,000 Scares instead of 1,000 for a Flee. That's only one extra point of Gold Plasm, but it adds up, especially with a good Pumpkin multiplier. (With 30 mortals, this could be as much as 100 extra Gold Plasm).

Another advantage to Insanes is that the mortal is counted as eliminated the moment he goes Insane, while a fleeing mortal must leave the haunting to count as Fled. This means you can achieve better times in some hauntings by using Madness.

TIP

You can still make an Insane mortal flee—although it is harder. If you achieve this, you can score both an Insane and a Flee for even more Scares. What's more, the extra Scares you get in trying to get her to Flee will surely boost you toward a High Scare.



Chapter 20: Master Guide to Haunting

PARANOIA AND SUPER PARANOIA

To maximize your Scares, dabble in the art of causing Paranoia and Super Paranoia. These are scored when you have uncovered a mortal's Fear and then hit him with Terror of that flavor. Paranoias correspond to Conscious Fears and Super Paranoias to Subconscious Fears.

For example, a particular mortal has a Conscious Fear of Electrical and a Subconscious Fear of Storms. If you use Dreamthief on the mortal, both these Fears are added to that mortal's bio. If you then hit that mortal with Electrical Horror, you score a Paranoia. If you hit her with Storm Horror, you score a Super Paranoia.

Before any multipliers, a Paranoia is worth half a Gold Plasm and a Super Paranoia is worth one Gold Plasm, but the beauty of Paranoia is that you can repeatedly hit a mortal with it. With practice, you can get extra Gold Plasm out of most hauntings using this technique.



TIP

Mortals being hit by their worst Fears flee easily, so Unearthly Calm is useful if you are looking to score highly for Paranoia and Super Paranoia.

To maximize your Paranoias and Super Paranoias, go into the location on a "reconnaissance haunting" before you begin the real assault. Use Sandmen and any haunter you can bring to bear with Taste Aura, Aura Reading, and Expose Fears to gather intelligence in the field. Look at which Conscious and Subconscious Fears will be most useful.

Then, when you begin the haunting proper, choose a team that fits the Fears of the mortals present. Just remember that you still have to expose mortal Fears to score the Paranoias, so you need some Sandmen or Phantoms (and possibly Banshees) to reveal this information.



NOTE

The Haunter Committee does not record the information gathered in one visit to a haunting and then keep it available for future visits because overdependence on records of this type weakens Ghost Master skills in the field. Additionally, it's only a Paranoia if the mortal feels that his Fears have been exposed. Checking a report just lacks the personal touch.





PUMPKIN MULTIPLIERS

To achieve awe-inspiring High Scares, learn to haunt fast. You are awarded a Pumpkin, Double Pumpkin, or Triple Pumpkin if you can hit certain target times: they multiply the Scare total by x2, x3, and x5 respectively.

Pumpkin Times

Haunting	Pumpkin Time (x2)	Double Pumpkin (x3)	Triple Pumpkin (x5)
Trivial <i>Haunting 101</i>	15 minutes	10 minutes	5 minutes
Easy <i>Weird Séance, Calamityville Horror, Summoners Not Included</i>	15 minutes	10 minutes	7 1/2 minutes
Average <i>Deadfellas, The Unusual Suspects, Facepacks & Broomsticks, Poultrygeist</i>	20 minutes	15 minutes	10 minutes
Challenging <i>The Phantom of the Operating Room, The Blair Wisp Project, Spooky Hollow, Ghostbreakers</i>	25 minutes	20 minutes	15 minutes
Difficult <i>Full Mortal Jacket, What Lies Over the Cuckoo's Nest?</i>	30 minutes	25 minutes	20 minutes

NOTE

According to Haunter Committee policy, the target times are assigned according to a difficulty assessment the Committee has performed upon a haunting. These times should therefore be considered somewhat like par scores in the mortal game of golf—neither the Bureau of Astral Affairs nor the Haunter Committee guarantees that the hardest

target times are achievable for every haunting, but a dedicated Ghost Master should prevail.

Chapter 20: Master Guide to Haunting

Speed Haunting

Several techniques help accelerate your hauntings, and preparation can make the difference between a Double Pumpkin and the Triple Pumpkin award.

- **Teach Powers:** Teaching a good set of powers to your haunters improves their effectiveness, as will ensuring that their power sets are focused toward clear objectives. (Mixing Terror with Madness can be counterproductive, for instance).
- **Train Your Ghosts:** The more you use your ghosts in the field, the more skillful they will become. Eventually, their reaction times and intelligence become finely honed, which speeds up your hauntings.
- **Know Your Fetters:** You need to have good knowledge of the locations of choice fetters in a haunting, as this dictates your choice of team. If you are scaring mortals away, consider where your Terror Zones should be. If you are manipulating mortals, how can you use Attraction powers best? (This often involves locating the Murder fetters).
- **New Haunter Options:** When using the Time Gate, you can use any haunter that you potentially could have had at the point of time. This temporal quirk allows you to use some haunters that would have been very difficult to have used the first time around. Use this to your advantage. (Windwalker is a special case—see this Wendigo's entry in "Haunter Digest").
- **Trust in Your Haunters:** You can't haunt at high speed if you're keeping an eye on each ghost. Learn to trust them to haunt. Get used to putting your haunters in position, giving them the required amount of Plasm for your purposes, and then moving on.
- **Use Hordes and Spooks:** Because of the flexibility of their fetters, certain Hordes (Clatterclaws and Buck, and Spooks) are invaluable to speed haunting. You may need to back them up with heavier guns (precisely who depends on the available fetters), but you need a couple of ghosts with the capacity to be dropped anywhere and move mortals along.
- **Work on Parallel Objectives:** If a haunting has several steps to its completion, work on these steps at the same time. This speeds up your victory.
- **Target Fears:** If your goal is speed, remember that you can uncover a mortal's Fears in a recon visit and then exploit this knowledge when you return. This helps you deal with tricky mortals. Note, however, that to achieve Paranoia and Super Paranoia scares, you must uncover the mortals' Fears and exploit them within a single haunting.

In terms of maximizing Gold Plasm, although getting a Triple Pumpkin is desirable, there are times when it's better to get a Double Pumpkin. Each restless spirit is worth a quarter of the main Scare total for completing the haunting, so in a haunting with four restless spirits lay all four to rest and get a Double Pumpkin than to rush through to get a Triple Pumpkin with no ghosts laid to rest.

For example, *Deadfellas* is worth 250,000 Scares to complete, and each spirit laid to rest is worth 75,000 Scares. Therefore, if you complete this haunting fast enough for a Triple Pumpkin but lay no spirits to rest, you score $250,000 \times 5 = 1,250,000$ Scares. If you laid all four to rest and earned a Double Pumpkin you get $(250,000 + 300,000) \times 3 = 1,650,000$ Scares. The extra time also can be used to earn Scares of other kinds.

TIP

To determine which haunters you can use in a given haunting, refer to "Haunter Digest." Each haunter has a "Time Gate Stages" entry, which corresponds to a table of stages given in this section's introduction.



Strong fears versus Weak fears

Scholars of mortal behavior have noted that mortals who are easy to scare away (high Belief, low Willpower) are often associated with certain specific personal Fears, while mortals who are tough to scare away (low Belief, high Willpower) are frequently associated with a different set of Fears. We call the former Fears "Weak Fears" and the latter "Strong Fears."

Knowing which flavors of Horror correspond to "Weak Fears" tells you the best flavors to use against groups of weak mortals, and knowing the "Strong Fears" enables you to better target the tougher mortals more.

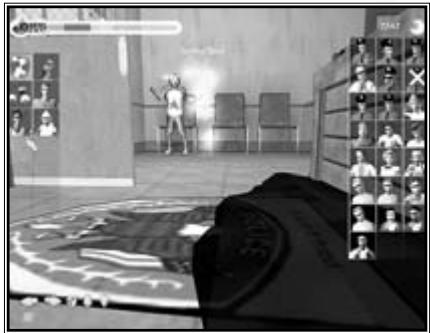
In general, the following flavors correspond to Weak Fears:

- Creepy Crawly
- Darkness
- Noise
- Unclean



Chapter 20: Master Guide to Haunting

The following flavors correspond to Strong Fears:



- Blood
- Fire
- Hunted
- Trapped

All other flavors (Electrical, Storm, and Water) are considered somewhere in between, being more or less equally distributed between the weaker and the tougher mortals.



NOTE

Just because a type of Fear is considered “Strong” does not mean that it is “better.” It just means that when facing tougher mortals, you are more likely to encounter mortals with this flavor of Fear as their Conscious or Subconscious Fear.

Powers that correspond with Weak Fears are good for clearing away groups of mortals who are already vulnerable to haunting, but when facing groups of tougher opposition, having some powers that cause Horror in the Strong Fears makes the job easier. In both cases, this advice only applies when facing groups of mortals. One-on-one, there is no substitute to uncovering the individual mortal’s Fears and targeting them. Bear in mind, however, that your time in the field will teach you many lessons that no field guide could anticipate.

Advanced Order Techniques

By now, you have experimented with orders and should have a feel for their potential. You also may have realized that if speed is of the essence, using orders is rarely the best choice. Dedicated Ghost Masters should experiment with the use of orders to refine their haunting techniques. Remember—you do not have to use orders.



The following advanced orders are worth a mention:

- **Only copy Mortal:** You may teach this only to Fetches and Tricksters (as only they have Vessel powers). The order allows you to specify the mortal that your haunter attempts to copy. This is useful in refining the use of Vessel powers.
- **Use Power when...:** This set of orders specifies when a haunter should use a particular power. If you are implementing a set strategy, it can be useful to use these orders to ensure certain events occur when you want them to.
- **Use Power when someone present faints or falls asleep:** This order may help with powers such as Sleepwalk and Dream Demon. However, you may also find that if the Sandman in question is well trained, it will work out what to do on its own.
- **Use Power when Mortal enters:** To hit a mortal with a certain power, this is the order to use. You may also use "Pick on Mortal," of course, but this order is a more precise way to lay an ambush.
- **Use Power when Mortal leaves:** Less useful than the previous order, this order might be used with Attraction powers to attempt to keep a mortal from prematurely leaving an area.
- **Use Power when Mortal flees:** This may be useful when facing opposition: a fleeing enemy can become the trigger to unleash a full range of high Plasm-band powers that you might have been unwilling to use when the opponents were around. You may also want to block Noise or Attraction powers with this order when facing an enemy mortal.
- **Use Power when Haunter uses Power:** This can be an invaluable order, allowing you to synchronize the haunting activities of a group of ghosts. Whenever powers combine effects usefully, e.g., weather, damage to fragile objects, Phobia, and powers of the appropriate flavor, you can use this to ensure that the powers trigger simultaneously. If all but one ghost in the setup is given one of these orders, the remaining ghost can be the trigger for the event. Exert some control regarding that ghost's use of the trigger power by giving it sufficient Plasm to do so only when you are ready, but you might also use a Use Power order of a different type.
- **Use Power when weather is Value:** This may be useful in synchronizing weather effects, especially if you have a haunter with multiple continuous powers.

Chapter 20: Master Guide to Haunting

- **You may roam to chase Mortal:** This is an extension of “Pick on Mortal,” which gives the ghost free rein to change fetter in pursuit of its prey. It’s especially useful if you are trying to rack up Paranoia, but be careful when using with Hordes and Spooks, as the affected mortal may be driven to flee too quickly.
- **You may roam to avoid Mortal:** A defensive option for when you are facing opponents, this order allows the ghost to move away from an opponent trying to banish it. It’s best used if your haunter has a specific vulnerability to a particular opponent.
- **You may roam when Haunter uses Power:** This tells your ghosts to wait for a particular power to be used before they begin to roam. This is useful if you like coordinating epic set-pieces.

final Words

The Bureau of Astral Affairs commends you for taking the time to learn the intricacies of the Ghost Master’s art. But remember, no manual can teach you everything. You must perfect your art in the field, exploring every avenue and option at your disposal. Talk to other Ghost Masters about your experiences so that the Haunter Committee can continue to perfect its haunting practices.

Seek more information at:

www.ghostmaster.com

—the official Ghost Master site

www.ghostmaster.net

—the Ghost Master fan site and forum

Good luck with all your future hauntings!



Ghost Master®

Haunting Data

The Bureau of Astral Affairs has extensive records on all aspects of haunting. To aid in your assignments in Gravenville, this field guide includes data on all the haunters currently available in the area, a complete list of the powers currently in use throughout the Haunter Committee (although the Restless & Dead department are forever investigating new powers), the standard orders used in current field operations, and the latest papers on Plasm physics.

Use this data wisely—understanding your team's abilities and limits will further your successes in the field.



Chapter 21: Haunter Digest

General Haunter Information

HAUNTER FAMILIES AND CLASSES

The following table describes the currently identified families of haunters, and the classes to which they belong, and data pertinent to their operational capacities.

The Bureau is grateful to the noted Plasmologists, Carrion Linnaeus and Charred Darwin, whose work in haunter taxonomy has been invaluable in understanding how the raw Plasm differentiates itself into different forms, and to Lynn Gargoylis for her ground-breaking studies of symbiosis in the astral realms.

Family	Class	Fetters	Power Types	Maximum Plasm Band	Weakness	Typical Training Level	Haunters of this Family in Gravenville
Gremlin	Sprite	Electrical	Electrical Mischief	8	Witches Medium Priest	Wild	Cogjammer Lucky Hogwash
Horde	Sprite	Outside (Wild) Inside (Domesticated)	Swarm Pursuit Nature	6	Witches Medium Priest Ghostbreakers	Wild	Clatterclaws Buck Scarecrow
Wisp	Sprite	Outside	Attraction Madness Manifest	5	Witches Medium Priest Ghostbreakers	Wild	The Blair Wisp
Fetch	Disturbance	Mirror	Mirror Madness Vessel	9	Medium	House-broken	Tricia Lady Rose
Mane	Disturbance	Corpse	Fear Flow Heat Possession Stench	9	Priest	Untrained	Arclight "Flash" Jordan
Poltergeist	Disturbance	Child	Cold Electrical Flow Mischief Telekinetic	9	Ghostbreakers	Wild	Whirlweird Hardboiled
Sandman	Disturbance	Sleeping Mortal (or bedroom)	Dream Emotion Madness	10	Witches Medium Priest	Untrained	Hypnos Daydreamer



Family	Class	Fetters	Power Types	Maximum Plasm Band	Weakness	Typical Training Level	Haunters of this Family in Gravenville
Spook	Disturbance	Inside	Flow Mischief Manifest Noise Pursuit Telekinetic	6	Witches Medium Priest Ghostbreakers	Wild	Boo Wendel Quiver
Air Elemental	Elemental	Air Outside	Noise Wind	8	Witches Medium Priest Ghostbreakers	Wild	Whisperwind Aether
Earth Elemental	Elemental	Earth	Ground Nature	8	Witches Medium Priest Ghostbreakers	Wild	Stonewall Banzai
Fire Elemental	Elemental	Electrical Fire	Electrical Heat	8	Witches Medium Priest Ghostbreakers	Wild	Firetail Sparkle
Water Elemental	Elemental	Water	Flow Rain	8	Witches Medium Priest Ghostbreakers	Wild	Raindancer Wavemaster
Apparition	Vapor	Murder	Attraction Cold Manifest	8	Priest	Untrained	Terroreyes Maxine Factor Blue Murder
Banshee	Vapor	Thoroughfare	Emotion Fear Manifest Noise Rain Wind	9	Witches Medium Priest Ghostbreakers	Untrained	Weatherwitch Moonscream Brigit
Thunder Spirit	Vapor	Outside Rain Wind Electrical	Electrical	9	Witches Medium Priest Ghostbreakers	Wild	Stormtalon

Chapter 2b: Haunter Digest

Family	Class	Fetters	Power Types	Maximum Plasm Band	Weakness	Typical Training Level	Haunters of this Family in Gravenville
Wendigo	Vapor	Outside	Cold Fear Madness Noise Wind Pursuit	10	Witches	Wild	Windwalker
Phantom	Frightener	Emotional	Emotion Fear Stench Telekinetic	9	Ghostbreakers	Untrained	Shivers Fingers The Painter
Shadow	Frightener	Murder	Cold Emotion Fear Madness	10	Witches	Untrained	The Darkling
Trickster	Frightener	Outside Child	Attraction Mischief Nature Vessel	10	Medium	Untrained	Harriet Wišakeják
Wight	Frightener	Corpse, Earth	Fear Ground Possession Rain Stench	10	Witches	Wild	Black Crow
Headless Horseman	Horror	Thoroughfare	Fear Heat Madness Manifest Pursuit	10	Ghostbreakers	House-broken	The Dragoon
Specter	Horror	Violence	Cold Fear Manifest Possession	9	Witches	House-broken	Ghastly The Dragoon
Wraith	Horror	Murder Electrical	Cold Fear Manifest Electrical	8	Medium	House-broken	Static Electrospasm



PLASM COSTS

The number of pholts of Plasm required to sustain a haunter at one of the 10 standard Plasm Bands is shown in the following table. Note that Bands 8 and 9 are italicized for Sprites and Elementals. At this time, no known family of haunter within the Sprite and Elemental classes is capable of reaching the Plasm Bands, and therefore these estimated pholtages must be considered speculative at best.

Class	Plasm Band										
	0	1	2	3	4	5	6	7	8	9	10
Sprite	5	7	10	12	15	17	20	30	40	80	160
Disturbance	10	15	20	25	30	35	40	60	80	120	200
Elemental	10	15	20	25	30	40	50	90	120	160	240
Vapor	15	22	30	37	45	52	60	90	120	200	280
Frightener	20	30	40	50	60	70	80	120	160	240	320
Horror	25	37	50	62	75	87	100	150	200	300	400

TRAINING LEVEL AND ATTRIBUTES

Every haunter has three attributes that rate its haunting proficiency:

- **Discipline:** Low Discipline haunters fire off powers at random intervals, even if there's no one to see them.
- **Intelligence:** This rates the haunter's ability to make good decisions as to which power to use.
- **Attention:** The higher a ghost's Attention, the sooner it will spot an opportunity to use a power.

Each Training Level corresponds to certain levels of attributes that the haunter possesses, and each haunter has basic attributes (between 0 and 20, as shown in the digest, below).

Level	Min. Hauntings	Max. Hauntings	Title	Discipline	Intelligence	Attention	# of Orders
0	0	0	Wild	0	10	40	1
1	1	4	Untrained	20	20	50	2
2	2	10	House-broken	40	30	60	3
3	3	18	Domesticated	60	40	70	4
4	5	28	Trained	70	50	75	5
5	7	40	Rank 5	74	60	76	6
6	9	54	Rank 6	76	65	77	7
7	12	70	Rank 7	78	75	78	8
8	15	88	Rank 8	79	79	79	8

Chapter 21: Haunter Digest

For example, a haunter with initial attributes of Discipline 5, Intelligence 10, and Attention 15 that was Domesticated would have attributes of Discipline 65, Intelligence 50, and Attention 85.

High Rank Titles

When haunters pass Training Level 4 (Trained), they are awarded special titles, according to their class:

Level	Sprites	Disturbances	Elementals	Vapors	Frighteners	Horrors
5	Mischievious	Rampaging	Eminent	Turbulent	Fearsome	Diabolical
6	Troublesome	Anarchic	Distinguished	Raging	Daunting	Hellish
7	Vexatious	Chaotic	Glorious	Tempestuous	Formidable	Fiendish
8	Wicked	Berserk	Radiant	Furious	Awesome	Infernal

Time Gate Stages

The Time Gate must be used responsibly. Quantum-temporal mechanics state that you cannot send a haunter back to a point in time where it could not possibly have been, and for this reason each haunter has a “Time Gate Stages” entry that specifies what stage it can be taken back to. These stages are as follows:

Stage	Scenarios
1	<i>Haunting 101</i>
2	<i>Weird Séance, The Calamityville Horror</i>
3	<i>Summoners Not Included</i>
4	<i>Deadfellas, The Unusual Suspects</i>
5	<i>Facepacks & Broomsticks, Poultrygeist: Calamityville II</i>
6	<i>The Phantom of the Operating Room</i>
7	<i>Blair Wisp Project</i>
8	<i>Spooky Hollow, Ghostbreakers</i>
9	<i>Full Mortal Jacket</i>
10	<i>What Lies Over the Cuckoo's Nest?</i>

Alphabetical List of Haunters in Gravenville

This digest of all currently available haunters includes pool haunters (those which are already working for the Haunter Committee) and restless spirits. Brief advice about teaching powers is provided for each. Remember that once you've taught a power it can never be unlearned. Therefore, choose wisely the powers you teach.

AETHER

Family:	<i>Air Elemental</i>
Class:	<i>Elemental (10 Plasm basic)</i>
Native Haunting:	<i>Pool Haunter</i>
Time Gate Hauntings:	<i>All</i>
Initial Training Level:	<i>Level 0 (Wild)</i>
Initial Attributes:	<i>Discipline 8, Intelligence 14, Attention 2</i>
Fetters:	<i>Air, Outside</i>
Maximum Plasm Band:	<i>8</i>



A being of air cannot sing, but becomes the song itself. Aether has inhabited music for hundreds of years, and so is a popular spirit at parties.

Powers

- B2 *Gather Winds*
- B4 *Piping*
- B8 *Shattering Song*

Learned Powers

- B1 *Footsteps*
- B1 *Moan*
- B3 *Howl*
- B3 *Laughter*
- B5 *Shriek*
- B5 *Thunderclap*
- B6 *Wail*
- B7 *Whisper*

Aether's potential is skewed toward Noise powers. When teaching powers, consider: do you want Aether to attract people, or drive them away? If you want Aether to be a lure, choose Shriek, and possibly Wail, Laughter, and Moan. If you prefer Aether to drive people away, choose Thunderclap, Footsteps, and Howl.

Chapter 2B: Haunter Digest

ARCLIGHT

Family:	Mane
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	<i>Calamityville Horror</i>
Time Gate Hauntings:	<i>Stage 2 onward (excluding Calamityville)</i>
Initial Training Level:	<i>Level 1 (Untrained)</i>
Initial Attributes:	<i>Discipline 7, Intelligence 4, Attention 7</i>
Fetters:	<i>Corpse</i>
Maximum Plasm Band:	9



He came to fix the boiler, but he never left. His flickering light brings as much Terror to mortals now as his exorbitant call-out fees did when he was alive.

Powers

B3	<i>Roast</i>
B5	<i>Bonfire</i>
B6	<i>Human Torch</i>
B7	<i>Possess</i>

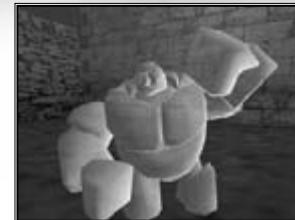
Learned Powers

B1	<i>Lingering Smell</i>	B4	<i>Dread</i>
B1	<i>Sweat</i>	B8	<i>Great Balls of Fire</i>
B2	<i>Fright</i>	B8	<i>Scared to Death</i>
B2	<i>Stink</i>	B9	<i>Danse Macabre</i>
		B9	<i>Nausea</i>



Arclight is already biased toward fire, making Great Balls of Fire a desirable choice. The alternative, Scared to Death, is marginally more powerful, but it recharges more slowly and only hits a single mortal—not recommended. Sweat is unnecessary, because Arclight already knows Roast (which is more powerful).

If you are interested in giving Stench powers to Arclight, choose Lingering Smell and Nausea. The alternative to Nausea, Danse Macabre, is an effective Belief power. But if you want Terror, go for Nausea. Dread is desirable if Arclight is being used in a general haunting role, as is Fright.



BANZAI

Family:	<i>Earth Elemental</i>
Class:	<i>Elemental (10 Plasm basic)</i>
Native Haunting:	<i>The Unusual Suspects</i>
Time Gate Hauntings:	<i>Stage 4 onward (excluding The Unusual Suspects)</i>
Initial Training Level:	<i>Level 0 (Wild)</i>
Initial Attributes:	<i>Discipline 20, Intelligence 10, Attention 15</i>
Fetters:	<i>Earth</i>
Maximum Plasm Band:	<i>8</i>

This spirit of bonsai has been nurtured for centuries by generations of Japanese gardeners. He is a philosophical elemental, undaunted by tasks of any size.

Powers

- B3 Creepers*
- B4 Twisted Vines*
- B6 Trap*
- B7 Quake*

Learned Powers

- B1 Flower Power*
- B2 Tremor*
- B5 Slow*
- B8 Swallow*

All of Banzai's powers are useful and worth teaching, but Flower Power is a bargain if you use Banzai to terrorize mortals, as it leaves them Uneasy, which makes all his other powers more effective. Save up for Swallow if you use Banzai often, although Stonewall already has this power.

Chapter 21: Haunter Digest

BLACK CROW

Family:	<i>Wight</i>
Class:	<i>Frightener (20 Plasm basic)</i>
Native Haunting:	<i>Spooky Hollow</i>
Time Gate Hauntings:	<i>Stage 8 onward (excluding Spooky Hollow)</i>
Initial Training Level:	<i>Level 0 (Wild)</i>
Initial Attributes:	<i>Discipline 7, Intelligence 14, Attention 12</i>
Fetters:	<i>Corpse, Earth</i>
Maximum Plasm Band:	<i>10</i>



Death is what you make it. Black Crow, still filled with sorrow at the murder of his people and the misuse of the land by the invaders from across the sea, continues to walk a trail of tears.

Powers

B1	<i>Fog</i>
B3	<i>Rain</i>
B4	<i>Dread</i>
B6	<i>Choking Odor</i>
B7	<i>Possess</i>
B10	<i>Buried Alive</i>

Learned Powers

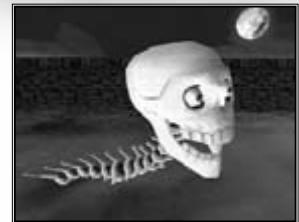
B2	<i>Stink</i>
B2	<i>Tremor</i>
B5	<i>Queasy</i>
B5	<i>Slow</i>
B8	<i>Scared to Death</i>
B8	<i>Swallow</i>
B9	<i>Nausea</i>
B9	<i>Danse Macabre</i>



Because Black Crow has already gone down the stinking paths, Nausea is a good choice, although if you prefer Belief over Terror you may choose Danse Macabre. Swallow has great potential when facing groups of mortals, but Scared to Death is better one-on-one. Tremor is preferable to Stink for haunting, but Stink is a cheap power that can both drive mortals out of an area, and potentially draw them in. Queasy is a reasonable Terror power, although Slow can be more useful if Black Crow is supporting other haunters in the field.

THE BLAIR WISP

Family:	Wisp
Class:	Sprite (5 Plasm basic)
Native Haunting:	The Blair Wisp Project
Time Gate Hauntings:	Stage 8 onward
Initial Training Level:	Level 0 (Wild)
Initial Attributes:	Discipline 3, Intelligence 3, Attention 3
Fetters:	Outside
Maximum Plasm Band:	5



Wisps experience a pleasurable sensation when gazed upon by mortals, and as such are difficult to sneak up on. They can, however, be incapacitated by a hard stare.

Powers

- B1 Fluster
- B3 Strange Vision
- B5 Hypnotic Image

Learned Powers

- B2 Intrigue
- B2 Shattered Nerves
- B4 Delusion

Wisps are useful mainly for Hypnotic Image and you may want Intrigue to back this up. If you like playing with Madness powers, take Delusion and Shattered Nerves instead



Chapter 2: Haunter Digest

BLUE MURDER

Family:

Apparition

Class:

Vapor (15 Plasm basic)

Native Haunting:

The Unusual Suspects

Time Gate Hauntings:

Stage 4 onward (excluding The
Unusual Suspects)

Initial Training Level:

Level 1 (Untrained)

Initial Attributes:

Discipline 15, Intelligence 8, Attention 15

Fetters:

Murder

Maximum Plasm Band:

8



A fan of over-the-top cop movie heroes such as McClane and Riggs, Blue was disappointed to find that she died easily when shot with a lethal weapon.

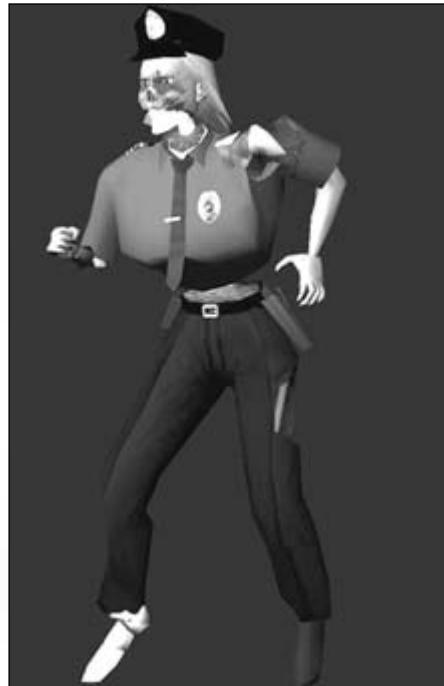
Powers

- B1 Bitter Cold
- B3 Hidden Maze
- B6 Spooky Surprise
- B7 Obsession
- B8 Frozen Stiff

Learned Powers

- B2 Intrigue
- B4 Ice Breath
- B5 Fascinate

All these powers are worth teaching at some point, but you may wish to spend your Gold Plasm elsewhere first. Ice Breath gives Blue a stronger way to create cold, and Intrigue and Fascinate give her more Plasm-cheap options for attraction (as well as giving you more control over her ability to attract mortals).





Boo

Family:	Spook
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	<i>Pool Haunter</i>
Time Gate Hauntings:	<i>All</i>
Initial Training Level:	<i>Level 0 (Wild)</i>
Initial Attributes:	<i>Discipline 5, Intelligence 5, Attention 12</i>
Fetters:	<i>Inside</i>
Maximum Plasm Band:	6



They say Spooks never grow up, and this feisty scamp is proof. His party tricks include introducing himself to geese and sneaking into mortals to haunt them from the inside out.

Powers

- B2 *Rattle Chains*
- B3 *Leak*
- B4 *Hide & Seek*
- B6 *Kinesis*

**Learned Powers**

- B1 *Fool's Errand*
- B1 *Moan*
- B5 *Jinx*
- B5 *Thunderclap*

Boo already has a good set of well-rounded powers, and it may be preferable not to teach him any more. However, if you like to use him to drive people away (rather than attract them) Fool's Errand and Thunderclap are good choices. Jinx can be a good Belief builder, and a lot of fun—worth getting if Thunderclap does not appeal to you.

Chapter 21: Haunter Digest

BRIGIT

Family:

Banshee

Class:

Vapor (15 Plasm basic)

Native Haunting:

The Phantom of the Operating Room

Time Gate Hauntings:

Stage 7 onward

Initial Training Level:

Level 2 (House-broken)

Initial Attributes:

Discipline 15, Intelligence 9, Attention 6

Fetters:

Thoroughfare

Maximum Plasm Band:

9



For half her life, Brigit cared only to be married. Jilted at the altar by her lecherous fiancé, she spent the rest of that life stoking her hatred for womanizing men. Her self-appointed role as a ghost is not a surprise.

Powers

- B2 Gather Winds
- B3 Strange Vision
- B4 Insane Invitation
- B6 Wail
- B7 Phobia: Noise
- B9 Voice on the Wind



Learned Powers

- B1 Fog
- B1 Fluster
- B5 Numb
- B5 Thunderclap
- B8 Terror Incarnate
- B8 Scared to Death

Brigit is useful as a source of Madness, for Ghost Masters who like to play with mortal sanity. If you choose this route, consider Fluster. It makes mortals Uneasy, and when coupled with Wail, drives mortals Insane. Do not teach her anything else if you want to use her for creating Insane mortals. Team her with a ghost that knows Whisper and her Phobia: Noise will be a route to Madness as well.

If you prefer to use her Phobia: Noise to make her a source of Terror, pair her with a haunter with Noise powers that cause Noise Horror, because she cannot do this herself. If you decide to make her into a Terror machine, any of the other powers are useful, although Fog is quite weak. Numb and Terror Incarnate are desirable powers in this role, although you may prefer Scared to Death for its capacity to make mortals faint, which lowers their Willpower.

BUCK THE FLEA-RIDDEN DOG

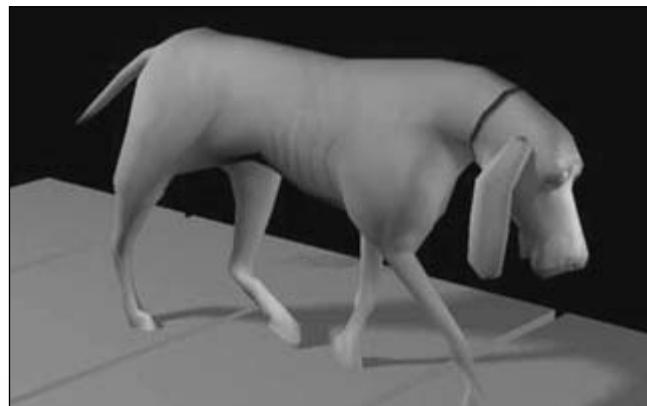


Family:	Horde
Class:	Sprite (5 Plasm basic)
Native Haunting:	Added to pool after Phase II
Time Gate Hauntings:	Stage 4 onward
Initial Training Level:	Level 3 (Domesticated)
Initial Attributes:	Discipline 12, Intelligence 6, Attention 3
Fetters:	Inside, Outside
Maximum Plasm Band:	6
Special:	<i>This Horde's flavor is Creepy Crawly, and its swarms are made of fleas.</i>

Old Man Carter's faithful hound refused to let death separate him from his mortal friend. Similarly, Buck's generous cargo of fleas refused to let death separate them from his matted fur.

Powers

- B2 Scattered Swarm
- B4 Dense Swarm
- B6 Chase



Learned Powers

- B1 Flower Power
- B3 Creepers
- B4 Twisted Vines
- B5 Swarm Strike

Because Buck is already a straightforward Terror haunter, any of his powers are worth teaching. Note that Swarm Strike causes Insanity along with its Terror, and should be used cautiously, but Twisted Vines and Creepers are well worth their price in Gold Plasm.

Chapter 21: Haunter Digest

CLATTERCLAWS

Family:	Horde
Class:	Sprite (5 Plasm basic)
Native Haunting:	Pool Haunter
Time Gate Hauntings:	All
Initial Training Level:	Level 0 (Wild)
Initial Attributes:	Discipline 9, Intelligence 2, Attention 7
Fetters:	Inside, Outside
Maximum Plasm Band:	6
Special:	This Horde's flavor is Creepy Crawly, its swarms are made of spiders.



Clatterclaws is much in demand. For some reason many mortals seem unnaturally afraid of living spiders—let alone living dead ones.

Powers

- B2 Scattered Swarm
- B3 Creepers
- B4 Hide & Seek
- B5 Swarm Strike

Learned Powers

- B1 Flower Power
- B4 Twisted Vines
- B6 Arboreal Prison
- B6 Legion

Legion may be preferable to Arboreal Prison, because it produces the largest swarm of spiders and reinforces Clatterclaws's ability to block off a particular route. However, if you like to use Clatterclaws in a supporting role, Arboreal Prison does help keep a mortal in the same place. There's no harm in teaching her Twisted Vines or Flower Power, if you have the spare Gold Plasm.



COGJAMMER

Family:	Gremlin
Class:	Sprite (5 Plasm basic)
Native Haunting:	Pool Haunter
Time Gate Hauntings:	All
Initial Training Level:	Level 0 (Wild)
Initial Attributes:	Discipline 0, Intelligence 7, Attention 0
Fetters:	Electrical
Maximum Plasm Band:	8

This organ grinder's monkey was unlucky enough to be ground by his own organ. Now a respected Gremlin, Cogjammer is as wild in death as he was docile in life.

Powers

B2	Spark
B4	Strange Behavior
B5	Jinx
B7	Wild & Crazy

Learned Powers

B1	Fool's Errand	B6	Blackout
B1	Cut Lights	B6	Sparkstorm
B3	Blow Fuse	B8	Luckstorm
B3	Wild Geese	B8	Surge

There are many choices for Cogjammer's powers, but he can specialize in three basic roles. His existing malfunction powers could be reinforced with Sparkstorm and Surge to make him an anti-machinery Gremlin. Alternately, choose Fool's Errand and Wild Geese to give him a role in sending mortals to other ghosts. Finally, Cut Lights, Blow Fuse, and Blackout could be taught, making Cogjammer similar to Hogwash—a power-disruption Gremlin. It's recommended that Ghost Masters try to create a unique role for each haunter, and therefore this third choice makes sense only if you cannot wait to recruit Hogwash, later in your hauntings.

If you don't desire the malfunction theme, teach Luckstorm. A fantastic way to build Belief, it also has the advantage of being at the top Plasm Band, and it's therefore very easy to control whether or not this power gets used in any given haunting.

Chapter 2B Haunter Digest

THE DARKLING

Family:

Shadow

Class:

Frightener (20 Plasm basic)

Native Haunting:

Summoners Not Included/

The Blair Wisp

Project/What Lies...



Time Gate Hauntings:

None

Initial Training Level:

Level 3 (Domesticated)

Initial Attributes:

Discipline 8, Intelligence 19, Attention 12

Fetters:

Murder

Maximum Plasm Band:

10

A creature formed from the sticky darkness that gathers in the forgotten corners of the human soul, the Darkling has been trapped in a nether world for centuries, and now knows only hunger.

Powers

B2 Shattered Nerves

B4 Ice Breath

B5 Mania

B6 Terrorize

B7 Obsession

B8 Frozen Stiff

B9 Psychotic Rage



Learned Powers

B1 Bitter Cold

B1 Fluster

B3 Hidden Maze

B10 Frostbite

B10 Expose Fears

Although you can teach the Darkling new powers, you will have to wait for future assignments to make use of them. With this in mind, save your Gold Plasm for other hauntings and leave the Darkling to its own devices...





DAYDREAMER

Family:	<i>Sandman</i>
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	<i>The Phantom of the Operating Room</i>
Time Gate Hauntings:	<i>Stage 7 onward</i>
Initial Training Level:	<i>Level 1 (Untrained)</i>
Initial Attributes:	<i>Discipline 14, Intelligence 14, Attention 4</i>
Fetters:	<i>Sleeping Mortal</i>
Maximum Plasm Band:	<i>10</i>

It doesn't pay for an anesthetist to be distracted when preparing chloroform, as Daydreamer found out during his heart attack. When this Sandman sleeps, it takes a particularly loud noise to wake him.

Powers

B3 Dreamthief
B5 Sleep
B7 Sleepwalk
B8 Unearthly Calm
B10 Expose Fears

Learned Powers

B1 Fluster
B1 Uncover Fear
B2 Shattered Nerves
B4 Delusion
B4 Taste Aura
B6 Aura Reading
B9 Psychotic Rage

Dreamthief makes Uncover Fear largely redundant, making Fluster a better choice. The only exception would be if Daydreamer is putting a lot of people to sleep and taking too long to read their Fears. In this case, Uncover Fear might be a useful power to add. Aura Reading may be useful, but is not essential, and Taste Aura seems largely redundant unless you are determined to score as many Paranoias and Super Paranoias as possible.

His basic role as uncoverer of Fears is easy to reinforce, but there is an alternative. Teaching Daydreamer Delusion and Psychotic Rage specializes him toward Insanity—for Ghost Masters who are addicted to madness, this may be a desirable choice.

Chapter 21: Haunter Digest

THE DRAGOON

Family:

Headless horseman

Class:

Horror (25 Plasm basic)

Native Haunting:

Spooky Hollow

Time Gate Hauntings:

Stage 8 onward (excluding
Spooky Hollow)

Initial Training Level:

Level 2 (House-broken)

Initial Attributes:

Discipline 16, Intelligence 3, Attention 18

Fetters:

Thoroughfare (outside only)

Maximum Plasm Band:

10



During the Civil War, a mercenary dragoon ravaged the area. A band of farmers blew off his head with a musket.

Powers

- B2 Brief Scare
- B4 Dread
- B6 Chase
- B7 Phobia: Hunted
- B10 Deadly Pursuit

Learned Powers

- B1 Fluster
- B1 Sweat
- B3 Roast
- B3 Strange Vision
- B5 Bonfire
- B5 Mania
- B8 Terror Incarnate
- B8 Great Balls of Fire
- B9 Psychotic Rage

The Dragoon is already a scary ghost, and you can add to this with Strange Vision, Bonfire, and your choice of Terror Incarnate or Great Balls of Fire (the former charges more quickly, but the latter is too much fun to resist). If you like Insanity, take Mania and Psychotic Rage. If you like raising temperatures to lower Willpower, take Roast and get Fluster instead of Sweat (which is redundant if you have Roast). You can take Sweat if you don't take Roast, but it's not effective and Fluster may be a better choice.

ELECTROSPASM

Family:	Wraith
Class:	<i>Horror (25 Plasm basic)</i>
Native Haunting:	<i>The Unusual Suspects</i>
Time Gate Hauntings:	<i>Stage 4 onward (excluding The Unusual Suspects)</i>
Initial Training Level:	<i>Level 3 (Domesticated)</i>
Initial Attributes:	<i>Discipline 3, Intelligence 16, Attention 10</i>
Fetters:	<i>Murder, Electrical</i>
Maximum Plasm Band:	8



The part of Electrospasm that was once Harold Smears, murderer, was all but burned from him upon the electric chair. All that's left is a polite, apologetic spirit of punishment.

Powers

B2	Spark
B4	Strange Behavior
B6	Spooky Surprise
B8	Surge

Learned Powers

B1	Bitter Cold
B1	Cut Lights
B3	Blow Fuse
B3	Strange Vision
B5	Numb
B7	Paralyze
B7	Wild & Crazy



You'll be using Electrospasm as a "shock haunter," and therefore Terror powers are desirable. Strange Vision (at a Wraith's Plasm costs, Blow Fuse is not a good choice), Numb, and Paralyze would be the obvious choices, but there are other options. If you want to give him more ability to build Belief, Wild & Crazy may preferable to Paralyze. Finally, the choice between Bitter Cold and Cut Lights is cosmetic—it may be better to teach neither so Electrospasm doesn't waste time using such puny abilities.

Chapter 2b: Haunter Digest

FINGERS

Family:	<i>Phantom</i>
Class:	<i>Frightener (20 Plasm basic)</i>
Native Haunting:	<i>Deadfellas</i>
Time Gate Hauntings:	<i>Stage 4 onward (excluding Deadfellas)</i>
Initial Training Level:	<i>Level 1 (Untrained)</i>
Initial Attributes:	<i>Discipline 16, Intelligence 8, Attention 12</i>
Fetters:	<i>Emotional</i>
Maximum Plasm Band:	<i>9</i>



Fingers always imagined life to be like music, with death as the end of the song. He was pleasantly surprised, therefore, to find that death is in fact a coda.

Powers

<i>B2</i>	<i>Tremor</i>
<i>B4</i>	<i>Dread</i>
<i>B6</i>	<i>Aura Reading</i>
<i>B7</i>	<i>Spooky Stack</i>
<i>B8</i>	<i>Unearthly Calm</i>

Learned Powers

<i>B1</i>	<i>Lingering Smell</i>
<i>B1</i>	<i>Fluster</i>
<i>B3</i>	<i>Suspicious Stench</i>
<i>B5</i>	<i>Numb</i>
<i>B5</i>	<i>Queasy</i>
<i>B9</i>	<i>Nausea</i>
<i>B9</i>	<i>TK Storm</i>



Several choices face the Ghost Master who's teaching powers to Fingers. Foremost is the choice between Nausea and TK Storm. In terms of raw power, TK Storm is more effective because it causes Belief, but Nausea has a number of useful side effects. It also helps distinguish Fingers's powers from Shivers's.

If you make Fingers into a Terror ghost, Fluster and Numb are probably desirable. However, to use Fingers to draw attention to his fetter, Lingering Smell and Suspicious Stench are good choices. Queasy is weaker than Numb, except it causes Unclean Horror, which may be more effective against some mortals. If you choose Nausea, consider specializing Fingers toward Unclean Horror by taking Queasy.



FIRETAIL

Family:	Fire Elemental
Class:	Elemental (10 Plasm basic)
Native Haunting:	Facepacks & Broomsticks
Time Gate Hauntings:	Stage 4 onward (excluding Facepacks & Broomsticks and Deadfellas)
Initial Training Level:	Level 0 (<i>Wild</i>)
Initial Attributes:	Discipline 6, Intelligence 16, Attention 6
Fetters:	Fire, Electrical
Maximum Plasm Band:	8

Salamanders are inscrutable spirits that treat all entities as beneath them, mortals included. But even the most unflappable spirit can be frustrated by bad manners.

Powers

B3	Roast
B5	Bonfire
B6	Human Torch

Learned Powers

B1	Sweat
B1	Cut Lights
B2	Spark
B4	Strange Behavior
B7	Inferno
B7	Wild & Crazy
B8	Great Balls of Fire
B8	Surge

Firetail lends itself to two different training routes. To stick with his fiery theme, choose Great Balls of Fire and Inferno (Sweat is redundant, as Firetail already knows Roast). If, however, you want to combine Electrical and Heat powers, Spark, Strange Behavior, Wild & Crazy, and Surge are all solid choices, so choose your favorite powers (or any you have not seen) and teach him those. Cut Lights is a weak power, but it's cheap, and useful if you like the sight of flames in the darkness.

Chapter 2B: Haunter Digest

“FLASH” JORDAN

Family:	<i>Mane</i>
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	<i>Deadfellas</i>
Time Gate Hauntings:	<i>Stage 4 onward (excluding Deadfellas)</i>
Initial Training Level:	<i>Level 1 (Untrained)</i>
Initial Attributes:	<i>Discipline 6, Intelligence 15, Attention 15</i>
Fetters:	<i>Corpse</i>
Maximum Plasm Band:	<i>9</i>



This reporter’s single-minded quest for the Pulitzer prize led to her obsessive investigation of a certain mob boss. She was increasing his paranoia until a poor choice of hiding place lead to her accidental cremation.

Powers

B1	<i>Sweat</i>
B3	<i>Suspicious Stench</i>
B5	<i>Queasy</i>
B6	<i>Terrorize</i>
B7	<i>Possess</i>
B8	<i>Scared to Death</i>
B9	<i>Gushing Blood</i>
B9	<i>Nausea</i>

Learned Powers

B2	<i>Fright</i>
B2	<i>Stink</i>
B4	<i>Dread</i>
B8	<i>Flood</i>

The choice between Gushing Blood and Nausea is a close call, but Gushing Blood is the rarer power. Flood is a touch more effective than Scared to Death, except in a one-on-one situation. You’ll likely use Flash as a Terror haunter, so Dread and Fright are good choices, although take Stink if you prefer.

GHASTLY

Family:	Specter
Class:	Horror (25 Plasm basic)
Native Haunting:	Pool Haunter
Time Gate Hauntings:	All
Initial Training Level:	Level 2 (House-broken)
Initial Attributes:	Discipline 13, Intelligence 13, Attention 13
Fetters:	Violence
Maximum Plasm Band:	9



Everyone in the Astral Realms knows Ghastly—this Specter was haunting when you were not even a disturbance in the raw plasm.

Powers

B1	Bitter Cold
B4	Dread
B5	Dominate
B7	Paralyze
B8	Terror Incarnate



Learned Powers

B2	Fright
B3	Strange Vision
B6	Spooky Surprise
B6	Terrorize
B9	Danse Macabre

All Ghastly's powers are worth teaching. The only decisions are the order of teaching, and whether to take Spooky Surprise or Terrorize. The former recharges faster, and the latter is a bigger single hit—choose Spooky Surprise if you usually throw Ghastly into crowds, and Terrorize if you prefer the personal touch of one-on-one haunting. Fright and Strange Vision are fast-charging powers—something Ghastly lacks. Teach him one of these first, then build up his stronger powers. Danse Macabre is an unparalleled builder of Belief and may be worth saving up for.

Chapter 2B: Haunter Digest

HARDBOILED

Family:	Poltergeist
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	<i>Calamityville II: Poultrygeist</i>
Time Gate Hauntings:	<i>Stage 6 onward</i>
Initial Training Level:	<i>Level 1 (Untrained)</i>
Initial Attributes:	<i>Discipline 8, Intelligence 0, Attention 8</i>
Fetters:	<i>Child</i>
Maximum Plasm Band:	9



Never underestimate the malevolence of chickens. This entity's long-term goal is to revenge itself on the mysterious mortal known only as "the Colonel."

Powers

B1	<i>Bitter Cold</i>
B3	<i>Wild Geese</i>
B6	<i>Gore</i>
B7	<i>Seeping Blood</i>
B9	<i>Gushing Blood</i>

Learned Powers

B2	<i>Tremor</i>
B4	<i>Ice Breath</i>
B5	<i>Jinx</i>
B8	<i>Twister</i>
B8	<i>Frozen Stiff</i>

Tremor, Ice Breath, and Jinx are a matter of choice, although Cold powers are of little use to this wandering haunter. The choice between Twister and Frozen Stiff is also a matter of taste: Twister hits harder, but Frozen Stiff saps Willpower and keeps mortals immobile, making them easier targets.

HARRIET THE POOKAH

Family:	Trickster
Class:	Frightener (20 Plasm basic)
Native Haunting:	The Phantom of the Operating Room
Time Gate Hauntings:	Stage 7 onward
Initial Training Level:	Level 1 (Untrained)
Initial Attributes:	Discipline 4, Intelligence 12, Attention 16
Fetters:	Outside, Child
Maximum Plasm Band:	10



Harriet is a Pookah, that rare form of spirit that has a genuine love of mortals. She is vaguely confused as to why her friends tend to end up in white, padded rooms, but doesn't let it bother her.

Powers

B1	Flower Power
B4	Ethereal Gift
B6	Charm
B7	Shapeshifter
B10	Abhorrent Aspect



Learned Powers

B2	Intrigue
B3	Wild Geese
B3	Creepers
B5	Fascinate
B5	Jinx
B8	Loathsome Aspect
B8	Luckstorm
B9	Trojan Gift

Harriet can be pushed into a number of different roles. Teaching Intrigue and Fascinate makes her a clusterer—a ghost who gets mortals into groups. Wild Geese has the opposite effect; choose it if your preferred role for Harriet is to keep mortals moving. Loathsome Aspect heightens her Terror capabilities, while Luckstorm suits a Belief-building role. If you take Luckstorm, Jinx is a good choice to back it up, and Creepers makes mortal Uneasy (as well as a small Terror hit) so it might be useful. Trojan Gift is invaluable in overcoming astral wards.

Chapter 21: Haunter Digest

HOGWASH

Family:

Gremlin

Class:

Sprite (5 Plasm basic)

Native Haunting:

Facepacks & Broomsticks

Time Gate Hauntings:

Stage 4 onward (excluding

Facepacks & Broomsticks
and Deadfellas)

Initial Training Level:

Level 2 (House-broken)

Initial Attributes:

Discipline 5, Intelligence 5, Attention 0

Fetters:

Electrical

Maximum Plasm Band:

8



Frequent flooding gave this groundhog his love of body surfing, but an errant speedboat robbed him of his life. He enjoys putting machines out of action.

Powers

B3 *Blow Fuse*

B6 *Blackout*

B8 *Surge*

Learned Powers

B1 *Fool's Errand*

B1 *Cut Lights*

B2 *Spark*

B4 *Strange Behavior*

B5 *Jinx*

B7 *Wild & Crazy*

Hogwash is a power-disruption Gremlin, making Cut Lights a good addition. However, take Fool's Errand if you like your Gremlins to direct mortals to other hauntings. Strange Behavior and Wild & Crazy are more useful than Spark and Jinx, and therefore worth teaching first.

HYPNOS

Family:	<i>Sandman</i>
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	<i>Added to pool end of Phase II</i>
Time Gate Hauntings:	<i>Stage 4 onward</i>
Initial Training Level:	<i>Level 1 (Untrained)</i>
Initial Attributes:	<i>Discipline 4, Intelligence 12, Attention 0</i>
Fetters:	<i>Sleeping Mortal</i>
Maximum Plasm Band:	<i>10</i>



Not every ghost was once of flesh and blood. Hypnos used to be a dream until the dreamer died while sleeping.

Powers

- B1 *Uncover Fear*
- B4 *Delusion*
- B5 *Sleep*
- B7 *Sleepwalk*
- B8 *Dream Demon*

Learned Powers

- B2 *Shattered Nerves*
- B3 *Dreamthief*
- B6 *Aura Reading*
- B9 *Psychotic Rage*
- B10 *Expose Fears*

Dreamthief and Expose Fears are well worth teaching to Hypnos (they power up his Dream Demon power); similarly Aura Reading, although this is less useful. There's no harm in Shattered Nerves, but teach Psychotic Rage only if you like using Madness powers.

Chapter 21: Haunter Digest

KNUCKLES MALONE

Family:	Specter
Class:	Horror (25 Plasm basic)
Native Haunting:	Deadfellas
Time Gate Hauntings:	Stage 4 onward (excluding Deadfellas)
Initial Training Level:	Level 2 (House-broken)
Initial Attributes:	Discipline 15, Intelligence 5, Attention 10
Fetters:	Violence
Maximum Plasm Band:	9



Mobster ghosts aren't exactly rare, but Knuckles presents a level of professionalism that's a cut above the rest. He doesn't put a severed horse's head in an enemy's bed—he uses his own.

Powers

B3	Strange Vision
B4	Ice Breath
B6	Terrorize
B7	Possess
B8	Scared to Death

Learned Powers

B1	Bitter Cold
B2	Fright
B5	Dominate
B5	Numb
B9	Danse Macabre



Teach Fright and Danse Macabre—the former as a fast-charging Terror power, and the latter to batter down Belief. Numb is a more effective power than Dominate; choose Dominate only if you are mostly interested in raising Belief. Don't bother with Bitter Cold—Ice Breath is superior, and when Knuckles is possessing mortals he can't use these Cold powers anyway.

LADY ROSE

Family:	Fetch
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	Added to pool end of Phase III
Time Gate Hauntings:	Stage 8 onward
Initial Training Level:	Level 2 (<i>House-broken</i>)
Initial Attributes:	<i>Discipline 12, Intelligence 18, Attention 10</i>
Fetters:	Mirror
Maximum Plasm Band:	8



A mysterious, cultured Fetch, Lady Rose believes in etiquette above all else, and so politely refuses to reveal the details of her sordid past.

Powers

- B3 *Twist Reflection*
- B4 *Thing in the Mirror*
- B7 *Clone*
- B9 *Trojan Gift*

Learned Powers

- B1 *Fluster*
- B2 *Shattered Nerves*
- B5 *Mania*
- B6 *Macabre Reflection*
- B8 *Loathsome Aspect*

Apart from Mania, all these powers are worth teaching. Teach her Mania only if you have a thing for Madness. Make Macabre Reflection your first choice if you use her mainly from a Mirror fetter, while Loathsome Aspect is more useful if you use her in Vessel form.

Chapter 2B: Haunter Digest

LUCKY THE CAT

Family:	<i>Gremlin</i>
Class:	<i>Sprite (5 Plasm basic)</i>
Native Haunting:	<i>Weird Séance</i>
Time Gate Hauntings:	<i>Stage 2 onward (excluding Weird Séance)</i>
Initial Training Level:	<i>Level 0 (Wild)</i>
Initial Attributes:	<i>Discipline 5, Intelligence 9, Attention 5</i>
Fetters:	<i>Electrical</i>
Maximum Plasm Band:	<i>8</i>



Lucky found that frat boys are a useful source of food, and so decided to become an Alpha Tau. Sadly, their electrical repair skills were wanting, leading to Lucky's electrocution by their warm but malfunctioning pinball table.

Powers

- B1 *Cut Lights*
- B4 *Strange Behavior*
- B6 *Charm*
- B8 *Luckstorm*

Learned Powers

- B1 *Fool's Errand*
- B2 *Spark*
- B3 *Blow Fuse*
- B3 *Wild Geese*
- B5 *Jinx*
- B7 *Wild & Crazy*



Lucky's main task is as a luck-haunter and hence a Belief builder. If you don't mind using orders, you could teach her Jinx so she can Charm or Jinx anyone, but it's not essential. If you like to use your Gremlins to direct mortals to other hauntings, take Fool's Errand and Wild Geese. You may get Spark, Blow Fuse, and Wild & Crazy, to boost her general haunting abilities, if you wish.

MAXINE FACTOR

Family:	Apparition
Class:	Vapor (15 Plasm basic)
Native Haunting:	Calamityville Horror
Time Gate Hauntings:	Stage 2 onward (excluding Calamityville Horror)
Initial Training Level:	Level 2 (House-broken)
Initial Attributes:	Discipline 14, Intelligence 7, Attention 10
Fetters:	Murder
Maximum Plasm Band:	8



Maxine, a vendor of cosmetics in life, is one of many entities to find relief in undeath—she was overjoyed to discover that ectoplasm doesn't wrinkle.

Powers

B1	Bitter Cold
B2	Intrigue
B3	Strange Vision
B6	Spooky Surprise



Learned Powers

B4	Ice Breath
B5	Fascinate
B7	Ghostly Apparition
B7	Obsession
B8	Terror Incarnate
B8	Frozen Stiff

Most Ghost Masters want their Apparitions as sources of attraction, and therefore Obsession (and perhaps Fascinate) are worth getting. Choose Ghostly Apparition instead of Obsession only if you want her as a generic haunter. Ice Breath is an upgrade for Bitter Cold. The choice between Terror Incarnate and Frozen Stiff is a close one and a matter of personal preference.

Chapter 2b: Haunter Digest

MOONSCREAM

Family:	Banshee
Class:	Vapor (15 Plasm basic)
Native Haunting:	<i>Summoners Not Included</i>
Time Gate Hauntings:	Stage 4 onward
Initial Training Level:	Level 1 (Untrained)
Initial Attributes:	Discipline 8, Intelligence 6, Attention 4
Fetters:	Thoroughfare
Maximum Plasm Band:	9



Professional haunters pride themselves on their reserve and impartiality, but Moonscream truly is fair in all things. Admittedly, this is because she hates all things with equal passion.

Powers

B1	Fluster
B3	Strange Vision
B5	Shriek
B6	Spooky Surprise
B9	Cacophony

Learned Powers

B2	Gather Winds
B2	Shattered Nerves
B4	Dread
B4	Insane Invitation
B7	Ghostly Apparition
B7	Paralyze
B8	Scared to Death
B8	Shattering Song

Moonscream likes to reel hapless mortals in and then scare the hell out of them, and in this vein Insane Invitation and Scared to Death seem good choices. If you prefer straight haunting, choose Dread over Insane Invitation. The distinction between Ghostly Apparition and Paralyze is a tough one, with the latter more useful if Moonscream is being used with other haunters because few of her powers recharge quickly. Ghostly Apparition is a good source of both Terror and Belief, though.

Shattering Song is not needed—if you have to smash glass, Aether could do it. As for Gather Winds versus Shattered Nerves, the latter is preferable for boosting her haunting potential, but giving Moonscream Gather Winds may mean you can take her in for a weather scenario in place of an Air Elemental.



OLD MAN CARTER

Family:	Specter
Class:	Horror (25 Plasm basic)
Native Haunting:	Added to pool end of Phase III
Time Gate Hauntings:	Stage 8 onward
Initial Training Level:	Level 2 (House-broken)
Initial Attributes:	Discipline 12, Intelligence 12, Attention 8
Fetters:	Violence
Maximum Plasm Band:	9

Old Man Carter is a compulsive teller of tales of his life, of the determination and business acumen that led him from the gutter to glory. He's respected but avoided by other ghosts.

Powers

B3	Strange Vision
B4	Dread
B6	Terrorize
B8	Frozen Stiff
B9	Danse Macabre

Learned Powers

B1	Bitter Cold
B2	Fright
B5	Dominate
B5	Numb
B7	Phobia: Creepy Crawly
B7	Possess

How any Ghost Master could resist teaching Old Man Carter Phobia: Creepy Crawly is a mystery. Armed with this power, and his trusty dog, Buck, at his side, Old Man Carter is an unstoppable haunting machine. (Add Clatterclaws if you want maximum overkill). Teach him Possess instead if you must have another Specter who can use this ability (Knuckles has it too). Take Numb over Dominate unless you prefer Belief over Terror. Finally, Fright is well worth teaching—cheap and effective. Don't bother with Bitter Cold unless you can't resist filling every Power Band of every haunter.

Chapter 21: Haunter Digest

THE PAINTER

Family:	Phantom
Class:	Frightener (20 Plasm basic)
Native Haunting:	Added to pool after Phase III
Time Gate Hauntings:	Stage 8 onward
Initial Training Level:	Level 2 (House-broken)
Initial Attributes:	Discipline 12, Intelligence 6, Attention 6
Fetters:	Emotional
Maximum Plasm Band:	9



If genius and insanity are two sides of the same canvas, it's a mercy that the Painter never created a self portrait. People didn't want to hang his paintings so the Painter hung himself.

Powers

B2	Stink
B4	Taste Aura
B8	Twister
B9	Nausea

Learned Powers

B1	Lingering Smell
B1	Fluster
B3	Suspicious Stench
B5	Numb
B5	Queasy
B6	Choking Odor
B6	Kinesis
B7	Phobia: Unclean
B7	Spooky Stack



Whenever a haunter can learn a Phobia, take it. These rare powers boost a ghost's effectiveness, and in the case of the Painter he can learn many powers that cause Unclean Horror—a perfect situation. Teach him Phobia: Unclean, Suspicious Stench, Queasy, and Choking Odor for maximum effect. (After being hit with his Phobia, Choking Odor makes any mortal faint). Only if you strongly dislike Stench powers, or absolutely love Telekinesis, should you go for Kinesis, Spooky Stack, and Numb. Fluster's useful whichever set of powers you choose but not essential.

QUIVER

Family:	Spook
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	<i>Added to pool end of Phase II</i>
Time Gate Hauntings:	<i>Stage 4 onward</i>
Initial Training Level:	<i>Level 3 (Domesticated)</i>
Initial Attributes:	<i>Discipline 4, Intelligence 16, Attention 17</i>
Fetters:	<i>Inside</i>
Maximum Plasm Band:	6



Quiver is terrified of anything and everything, including itself—but in the same way that it takes a thief to catch a thief, sometimes it takes the scared to scare.

Powers

- B1 *Fool's Errand*
- B2 *Tremor*
- B4 *Insane Invitation*
- B5 *Jinx*



Learned Powers

- B3 *Strange Vision*
- B3 *Wild Geese*
- B6 *Gore*
- B6 *Spooky Surprise*

Quiver would rather learn Wild Geese than Strange Vision, but take Strange Vision if you want Quiver to have more punch. Although Spooky Surprise is easier to use than Gore, if you like binding Quiver in bathrooms and kitchens, Gore may be the better choice as very few powers cause Blood Horror.

Chapter 21: Haunter Digest

RAINDANCER

Family:	Water Elemental
Class:	Elemental (10 Plasm basic)
Native Haunting:	Summoners Not Included
Time Gate Hauntings:	Stage 4 onward
Initial Training Level:	Level 0 (Wild)
Initial Attributes:	Discipline 10, Intelligence 13, Attention 4
Fetters:	Water
Maximum Plasm Band:	8



Raindancer enjoys playing with mortals by dressing in rainbows and leading them on fruitless quests for gold.

Powers

- B2 Distant Thunder
- B3 Rain
- B7 Haunted Hail
- B8 Flood

Learned Powers

- B1 Fog
- B4 Hailstones
- B5 Thunderclap
- B6 Gore

Raindancer's powers are a good set to begin with, but you can teach any or all of the other powers if you wish. Gore is useful because few ghosts have powers that can cause Blood Horror.

SCARECROW

Family:	<i>Horde</i>
Class:	<i>Sprite (5 Plasm basic)</i>
Native Haunting:	<i>Spooky Hollow</i>
Time Gate Hauntings:	<i>Stage 8 onward (excluding Spooky Hollow)</i>
Initial Training Level:	<i>Level 0 (Wild)</i>
Initial Attributes:	<i>Discipline 0, Intelligence 2, Attention 4</i>
Fetters:	<i>Outside</i>
Maximum Plasm Band:	<i>6</i>
Special:	<i>This Horde's flavor is Hunted, its swarms are made of crows.</i>



There is strength in numbers. Here a murder of crows gathers to take revenge upon its persecutors, assuming the face of its ultimate terror to do so.

Powers

- B2 Brief Scare
- B5 Swarm Strike
- B6 Legion

Learned Powers

- B1 Flower Power
- B3 Creepers
- B4 Dense Swarm
- B4 Twisted Vines

Although Scarecrow binds only Outside, its swarms cause Hunted Horror, and this makes it a more powerful horde in many ways. Some tough mortals are afraid of being hunted, whereas only puny mortals are afraid of creepy crawlies. Because of this, take Dense Swarm over Twisted Vines. Creepers and Flower Power make all Scarecrow's powers more effective, although Creepers is worth getting before Flower Power.

Chapter 21: Haunter Digest

SHIVERS

Family:	Phantom
Class:	Frightener (20 Plasm basic)
Native Haunting:	Pool Haunter
Time Gate Hauntings:	All
Initial Training Level:	Level 2 (House-broken)
Initial Attributes:	Discipline 10, Intelligence 8, Attention 6
Fetters:	Emotional
Maximum Plasm Band:	9



Always in the running for MVP (Most Valuable Phantom), Shivers tends to be as uneasy around mortals as they are around him.

Powers

- B2 Fright
- B4 Taste Aura
- B5 Numb
- B9 TK Storm

Learned Powers

- B1 Lingering Smell
- B1 Fluster
- B3 Suspicious Stench
- B6 Aura Reading
- B6 Terrorize
- B7 Paralyze
- B7 Spooky Stack
- B8 Twister
- B8 Scared to Death



Shivers is a professional Phantom through and through, and always willing to adapt to a particular Ghost Master's strategy. Want to attract mortals? Choose Lingering Smell and Suspicious Stench. Like using Telekinetic powers to build Belief? Pick Spooky Stack and Twister. No frills haunting? Teach Fluster, Terrorize, Paralyze, and Scared to Death. Take Aura Reading if you like getting at mortal's Fears, or to earn more Gold Plasm by scoring Paranoias.



PRIMA'S OFFICIAL STRATEGY GUIDE

SPARKLE

Family:	<i>Fire Elemental</i>
Class:	<i>Elemental (10 Plasm basic)</i>
Native Haunting:	<i>The Blair Wisp Project</i>
Time Gate Hauntings:	<i>Stage 8 onward</i>
Initial Training Level:	<i>Level 0 (Wild)</i>
Initial Attributes:	<i>Discipline 13, Intelligence 6, Attention 4</i>
Fetters:	<i>Electrical, Fire</i>
Maximum Plasm Band:	<i>8</i>



Like most fire elementals, Sparkle has an insatiable appetite. He traveled extensively in his youth, and he has fond memories of London due to his participation in the Pudding Lane buffet of 1666.

Powers

<i>B1</i>	<i>Cut Lights</i>
<i>B3</i>	<i>Blow Fuse</i>
<i>B4</i>	<i>Strange Behavior</i>
<i>B7</i>	<i>Inferno</i>

Learned Powers

<i>B2</i>	<i>Spark</i>
<i>B5</i>	<i>Bonfire</i>
<i>B6</i>	<i>Human Torch</i>
<i>B6</i>	<i>Sparkstorm</i>
<i>B8</i>	<i>Great Balls of Fire</i>
<i>B8</i>	<i>Surge</i>

You can reinforce Sparkle's electrical theme with Spark, Sparkstorm, and Surge, but if you prefer a more incendiary turn, go for Bonfire, Human Torch, and Great Balls of Fire. Or you can mix and match, and take whichever you like—the powers at Bands 6 and 8 are roughly equal in strength, so it comes down to a matter of taste.

Chapter 21: Haunter Digest

STATIC

Family:

Wraith

Class:

Horror (25 Plasm basic)

Native Haunting:

Calamityville Horror

Time Gate Hauntings:

*Stage 2 onward (excluding
Calamityville Horror)*

Initial Training Level:

Level 2 (House-broken)

Initial Attributes:

Discipline 9, Intelligence 9, Attention 15

Fetters:

Murder, Electrical

Maximum Plasm Band:

8



Static never chose to be an electrician in life, instead following his aptitudes wherever they would take him. He continues to go with the flow after his death, enjoying un-life as it comes.

Powers

B2 Spark

B3 Strange Vision

B6 Sparkstorm

B7 Ghostly Apparition



Learned Powers

B1 Bitter Cold

B1 Cut Lights

B2 Fright

B4 Dread

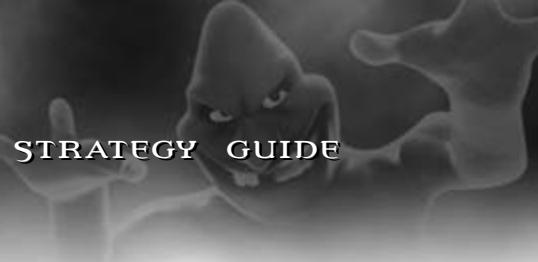
B4 Strange Behavior

B5 Numb

B8 Terror Incarnate

B8 Scared to Death

Fright and Numb are definitely worth teaching, as they greatly improve Static's Terror potential. Dread is more powerful than Strange Behavior, but the latter is better for Belief. Terror Incarnate is a great Manifest power, although you may prefer Scared to Death for its potential to make mortals faint and thus lower Willpower.



STONEWALL

Family:	<i>Earth Elemental</i>
Class:	<i>Elemental (10 Plasm basic)</i>
Native Haunting:	<i>Pool Haunter</i>
Time Gate Hauntings:	<i>All</i>
Initial Training Level:	<i>Level 0 (Wild)</i>
Initial Attributes:	<i>Discipline 16, Intelligence 8, Attention 16</i>
Fetters:	<i>Earth</i>
Maximum Plasm Band:	<i>8</i>



The grating of tectonic plates, the slow erosion of mountains, and the inexorable compression of carbon matter conspired to form this inestimably patient spirit.

Powers

- B2 Tremor
- B5 Slow
- B8 Swallow

Learned Powers

- B1 Flower Power
- B3 Leak
- B3 Creepers
- B4 Twisted Vines
- B6 Arboreal Prison
- B6 Trap
- B7 Quake

Choose Trap over Arboreal Prison, as it is more powerful. Teach Creepers and Flower Power if you wish, although you may choose Leak over Creepers for scaring mortals who are afraid of Water. Save up for Quake if you wish, but Banzai gets it as a starting power.



Chapter 2B: Haunter Digest

STORMTALON



Family:	<i>Thunder Spirit</i>
Class:	<i>Vapor (15 Plasm basic)</i>
Native Haunting:	<i>Spooky Hollow</i>
Time Gate Hauntings:	<i>Stage 8 onward (excluding Spooky Hollow)</i>
Initial Training Level:	<i>Level 0 (Wild)</i>
Initial Attributes:	<i>Discipline 0, Intelligence 17, Attention 17</i>
Fetters:	<i>Outside, Electrical</i>
Maximum Plasm Band:	<i>9</i>

Prince of elementals, Stormtalon is as glorious to mortals as they are banal to him. He is scornful of their petty attempts to emulate his power, and he fights progress wherever it rears its ugly head.

Powers

<i>B3</i>	<i>Rain</i>
<i>B5</i>	<i>Tempest</i>
<i>B6</i>	<i>Blackout</i>
<i>B8</i>	<i>Surge</i>
<i>B9</i>	<i>Typhoon</i>

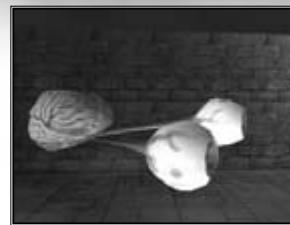
Learned Powers

<i>B1</i>	<i>Fog</i>
<i>B1</i>	<i>Cut Lights</i>
<i>B2</i>	<i>Distant Thunder</i>
<i>B3</i>	<i>Blow Fuse</i>
<i>B4</i>	<i>Hailstones</i>
<i>B7</i>	<i>Haunted Hail</i>
<i>B7</i>	<i>Wild & Crazy</i>

Stormtalon is a highly versatile haunter who binds both Outside and Inside (using Electrical fetters when indoors). If you intend to use Stormtalon primarily in an exterior role, choose Fog, Distant Thunder, Hailstones, and Haunted Hail. Cut Lights, Blow Fuse, and Wild & Crazy are most useful indoors.



TERROREYES



Family:	Apparition
Class:	Vapor (15 Plasm basic)
Native Haunting:	Weird Séance
Time Gate Hauntings:	Stage 2 onward (excluding Weird Séance)
Initial Training Level:	Level 1 (Untrained)
Initial Attributes:	Discipline 4, Intelligence 10, Attention 12
Fetters:	Murder
Maximum Plasm Band:	8

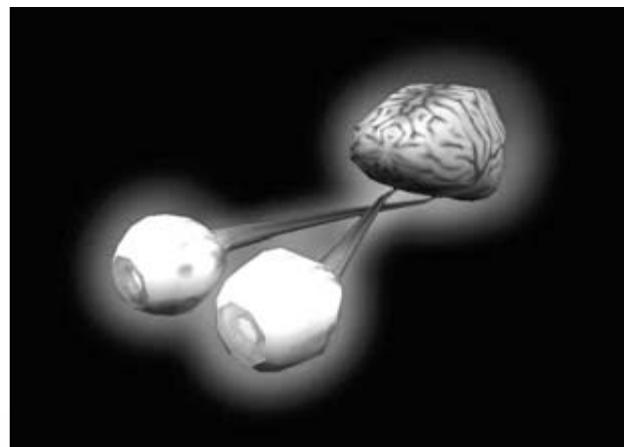
Mortal children play a gruesome game at Halloween, passing objects to one another blindfolded. Peeled grapes become a dead man's eyes. Well, children...these are a dead man's eyes!

Powers

B4	Ice Breath
B5	Fascinate
B6	Icy Touch
B7	Ghostly Apparition

Learned Powers

B1	Bitter Cold
B2	Intrigue
B3	Hidden Maze
B3	Strange Vision
B8	Terror Incarnate
B8	Frozen Stiff



Use Intrigue and Hidden Maze to boost Terroreyes's effectiveness at attracting mortals. Take Strange Vision only if you prefer to boost his Terror capacity. Frozen Stiff is most useful if you partner Terroreyes with other hauntings, while Terror Incarnate works best if you use Terroreyes as a loner—a matter of choice. Don't bother with Bitter Cold, because Ice Breath is more effective.



Chapter 20: Haunter Digest

TRICIA

Family:	Fetch
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	<i>Facepacks & Broomsticks</i>
Time Gate Hauntings:	<i>Stage 4 onward (excluding Facepacks & Broomsticks and Deadfellas)</i>
Initial Training Level:	<i>Level 2 (House-broken)</i>
Initial Attributes:	<i>Discipline 10, Intelligence 5, Attention 5</i>
Fetters:	<i>Mirror</i>
Maximum Plasm Band:	<i>8</i>



This hapless cheerleader died from an overly ambitious pyramid formation, but she remains optimistic about life.

Powers

B3	<i>Twist Reflection</i>
B4	<i>Ethereal Gift</i>
B6	<i>Macabre Reflection</i>
B7	<i>Clone</i>

Learned Powers

B1	<i>Fluster</i>
B2	<i>Shattered Nerves</i>
B5	<i>Mania</i>
B8	<i>Loathsome Aspect</i>
B9	<i>Psychotic Rage</i>
B9	<i>Trojan Gift</i>

If you want to drive mortals Insane, give Tricia Mania and Psychotic Rage. Otherwise take Trojan Gift and leave Band 5 empty. Shattered Nerves is worth teaching whatever your plans, and Loathsome Aspect is useful if you like to use ghosts in Vessel form. Fluster's barely worth having, but there's no harm in it.

WAVEMASTER

Family:	Water Elemental
Class:	Elemental (10 Plasm basic)
Native Haunting:	Deadfellas
Time Gate Hauntings:	Stage 4 onward (excluding Deadfellas)
Initial Training Level:	Level 0 (Wild)
Initial Attributes:	Discipline 15, Intelligence 13, Attention 9
Fetters:	Water
Maximum Plasm Band:	8



The multitudinous life forms that crawl and proliferate upon land are mere echoes of the legacy of Wavemaster's kind.

Powers

- B1 Fog
- B2 Distant Thunder
- B4 Hailstones
- B5 Thunderclap

Learned Powers

- B3 Leak
- B3 Rain
- B6 Gore
- B7 Seeping Blood
- B7 Haunted Hail
- B8 Flood

Either make Wavemaster more like Raindancer by teaching Rain and Haunted Hail or specialize this elemental toward Blood powers by teaching Gore and Seeping Blood. The latter is recommended. Teach Wavemaster Flood, and go for Leak only if you're confident you don't want a second Water Elemental with Rain.

Chapter 21: Haunter Digest

WEATHERWITCH



Family:	Banshee
Class:	Vapor (15 Plasm basic)
Native Haunting:	Haunting 101
Time Gate Hauntings:	Stage 2 onward
Initial Training Level:	Level 1 (Untrained)
Initial Attributes:	Discipline 10, Intelligence 0, Attention 10
Fetters:	Thoroughfare
Maximum Plasm Band:	9

As owners come to resemble their pets, so do witches come to resemble their spells. Specializing in weather control, this unhinged Banshee soon became controlled by the weather, and now her mood swings are as temperamental as the skies.

Powers

- B1 Fog
- B4 Gusts
- B5 Thunderclap
- B8 Siren Song

Learned Powers

- B2 Fright
- B2 Distant Thunder
- B3 Rain
- B6 Aura Reading
- B6 Wail
- B7 Ghostly Apparition
- B7 Haunted Hail
- B9 Cacophony
- B9 Typhoon

Teach Weatherwitch Rain immediately. She's forgotten this power only because she's been stuck in the vacuum cleaner for so long. Weatherwitch will be grateful if you teach her more weather powers, so save up for Typhoon—few ghosts know this potent Wind power. Haunted Hail is also worth teaching, but because she already knows Thunderclap, Fright is probably a better choice. Choose Ghostly Apparition and Cacophony over Haunted Hail and Typhoon only if you absolutely insist on having all your ghosts as Horror factories. As for Aura Reading versus Wail, take Wail if you like powers that cause Insanity, and take Aura Reading if you like uncovering Fears and scoring Paranoias.

WENDEL

Family:	Spook
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	Weird Séance
Time Gate Hauntings:	Stage 2 onward (excluding Weird Séance)
Initial Training Level:	Level 3 (Domesticated)
Initial Attributes:	<i>Discipline 6, Intelligence 10, Attention 6</i>
Fetters:	Inside
Maximum Plasm Band:	6



As might be expected of a ghost who considers teen comedy movies to be art, Wendel intends to have some fun with his newfound intangibility.

Powers

B1	Footsteps
B2	Brief Scare
B3	Laughter
B6	Chase

Learned Powers

B4	Hide & Seek
B4	Insane Invitation
B5	Jinx
B5	Thunderclap



Choose Hide & Seek to bolster Wendel's Terror capabilities, or Insane Invitation if you enjoy playing with Insanity. Jinx is a good source of Belief, while Thunderclap is a weak Terror power and better learned by hauntings that bind Outside.

Chapter 2B: Haunter Digest

WHIRLWEIRD

Family:	Poltergeist
Class:	<i>Disturbance (10 Plasm basic)</i>
Native Haunting:	<i>Pool Haunter</i>
Time Gate Hauntings:	<i>All</i>
Initial Training Level:	<i>Level 0 (Wild)</i>
Initial Attributes:	<i>Discipline 0, Intelligence 4, Attention 2</i>
Fetters:	<i>Child</i>
Maximum Plasm Band:	<i>9</i>



Three-time winner of Poltergeist of the Year, Whirlweird is still best known for his debut professional haunting, the seminal Pollock's Paint Store Mystery.

Powers

<i>B1</i>	<i>Fool's Errand</i>
<i>B3</i>	<i>Blow Fuse</i>
<i>B5</i>	<i>Jinx</i>
<i>B6</i>	<i>Kinesis</i>
<i>B9</i>	<i>TK Storm</i>

Learned Powers

<i>B2</i>	<i>Tremor</i>
<i>B4</i>	<i>Ice Breath</i>
<i>B7</i>	<i>Spooky Stack</i>
<i>B7</i>	<i>Wild & Crazy</i>
<i>B8</i>	<i>Flood</i>
<i>B8</i>	<i>Twister</i>

Specialize Whirlweird as a TK haunter by teaching Spooky Stack and Twister. Plenty of hauntings can use Wild & Crazy, but few use Spooky Stack, although you may choose Flood over Twister if you wish (its slower recharge time is offset by its potential to affect more than one mortal). Ice Breath and Tremor are a matter of taste.



WHISPERWIND

Family:	Air Elemental
Class:	Elemental (10 Plasm basic)
Native Haunting:	Summoners Not Included
Time Gate Hauntings:	Stage 4 onward
Initial Training Level:	Level 0 (Wild)
Initial Attributes:	Discipline 4, Intelligence 14, Attention 4
Fetters:	Air, Outside
Maximum Plasm Band:	8

Unlike many Elementals, Whisperwind is a subtle spirit, foregoing ostentatious shows of power in favor of minor flights of fancy and small acts of mischief.

Powers

- B2 Distant Thunder
- B4 Insane Invitation
- B5 Tempest
- B7 Whisper

Learned Powers

- B1 Footsteps
- B1 Moan
- B3 Howl
- B3 Laughter
- B6 Wail
- B8 Shattering Song
- B8 Siren Song

You already have an Air Elemental with Shattering Song (Aether), so Siren Song is a better choice for Whisperwind's tune. Take Wail and Laughter only if your idea of fun is shattering a mortal's sanity. Howl and Moan are basic Terror powers, while Footsteps is good for moving mortals along.

Chapter 2: Haunter Digest

WINDWALKER

Family:

Wendigo

Class:

Vapor (15 Plasm basic)

Native Haunting:

Bonus Haunter (Pool Haunter under special circumstances)

Time Gate Hauntings:

All

Initial Training Level:

Level 0 (Wild)

Initial Attributes:

Discipline 10, Intelligence 15, Attention 8

Fetters:

Outside

Maximum Plasm Band:

10



TIP

Ghost Masters who filed for recruits before the Gravenville Hauntings began will find Windwalker in their pool—other Ghost Masters can rescue this Wendigo from the ghostbreakers late in the campaign.

If you don't have Windwalker in your starting pool, there's nothing you can do about it. But, because you could have recruited him prior

to beginning your campaign, you can use Windwalker in any Time Gate haunting once you've acquired him!

Powers

- B1 Bitter Cold
- B2 Gather Winds
- B3 Howl
- B6 Icy Touch
- B10 Frostbite

Learned Powers

- B4 Delusion
- B4 Gusts
- B5 Mania
- B5 Numb
- B7 Paralyze
- B7 Whisper
- B8 Frozen Stiff
- B8 Scared to Death
- B9 Cacophony
- B9 Voice on the Wind





Lovers of Madness take note: Windwalker can become a deadly force for Insanity if that is what you wish. Teach Delusion, Mania, Whisper, and Voice on the Wind. However, you may want to take Gusts over Delusion—Wendigos are the only haunters who can learn both Gather Winds and a continuous Wind power, allowing them single-handedly to reach any wind force desired, given sufficient time (this can save a valuable slot in your team, because you normally need two haunters with Wind powers to raise significant winds).

If you don't want to go the madness route, Gusts, Numb, Paralyze, and Cacophony make Windwalker a potent source of Terror. Finally, take Frozen Stiff over Scared to Death. Not only is it more fitting for an avatar of the arctic winds to have Frozen Stiff, but it supports the Wendigo's abilities to lower Willpower, which is hard to do. (You can take Scared to Death if you find Windwalker is in one-on-one situations with mortals, rather than facing groups).

WISAKEJAK



Family:	Trickster
Class:	Frightener (20 Plasm basic)
Native Haunting:	Full Mortal Jacket
Time Gate Hauntings:	Stage 8 onward (excluding <i>Ghostbreakers</i> and Full Mortal Jacket)
Initial Training Level:	Level 1 (Untrained)
Initial Attributes:	Discipline 8, Intelligence 20, Attention 6
Fetters:	Outside, Child
Maximum Plasm Band:	10

Stories have been told of Wisakejak for as long as stories have been told. He once sold an ocean to a vain prince, including a three year warranty against fire and theft.

Chapter 2: Haunter Digest

Powers

- B2 Intrigue
- B6 Arboreal Prison
- B7 Shapeshifter
- B8 Loathsome Aspect
- B9 Trojan Gift

Learned Powers

- B1 Fool's Errand
- B1 Flower Power
- B3 Wild Geese
- B3 Creepers
- B4 Ethereal Gift
- B4 Twisted Vines
- B5 Fascinate
- B5 Jinx
- B10 Abhorrent Aspect



Some call him Old Coyote, some call him the Oldest Trickster; whatever name you call him, Wisakejak is a hard Trickster to pin down. His powers are an eclectic mix, and Ghost Masters have to make their own choices. Fool's Errand and Wild Geese help drive mortals away, while Fascinate has the reverse effect. If you go for the former take Jinx, and if you go for the latter take Flower Power and Creepers.

Harriet and Tricia know Ethereal Gift, so take Twisted Vines unless you think you might need two Tricksters with the cheaper Gift power. Whatever you decide to do, teach Abhorrent Aspect if you have Gold Plasm to spare—it packs a mighty punch of both Terror and Belief.



TIP

The advice in this Haunter Digest on teaching powers is based on the intelligence gathered by the Bureau of Astral Affairs, and while useful, it should not be considered absolute. Feel free to experiment with powers—take a power you haven't seen, even if it's not recommended. In the worst case, you might teach a

power you don't want a haunter to use, but you can always use an order to block it from using it. (Or in the absolute worst case, the Temporal Archive allows you to go back in time to a point before you taught the power, but all your progress since then will be lost).



Chapter 22: Powers

This section describes all of the powers currently approved for use by Ghost Masters. Use it to master the details of all your haunters' powers, and to help when making decisions about teaching new powers. Remember, each ghost can only learn one power at each of its power bands.

Power Effects

HORROR EFFECTS

These effects cause Terror in the affected mortal. The amount varies according to the nature of the mortal affected (his or her Belief, Madness, and Fears all alter the outcome—see “Plasm Physics” for more information) but the raw Terror afflicted is as follows:

Light Horror = 8 points

Medium Horror = 15 points

Heavy Horror = 35 points

Extreme Horror = 75 points

Unearthly Horror = 150 points

Where a Horror effect is listed as “per minute”, the effects are applied every second, but over the space of a minute they’re equivalent to the above raw Terror.

We consider mortals to be in four basic states with respect to Terror:

- **Calm:** *The mortal’s total Terror is less than a quarter of his Willpower.*
- **Rattled:** *The mortal’s total Terror is more than a quarter but less than a half of her Willpower.*
- **Terrified:** *The mortal’s total Terror is more than half of his Willpower.*
- **Fleeing or Fled:** *The mortal’s total Terror is more than her Willpower.*

BELIEF EFFECTS

These effects increase the Belief of the affected mortal as follows:

Light Belief = 7.5 percent increase

Medium Belief = 15 percent increase

Heavy Belief = 33 percent increase

Extreme Belief = 50 percent increase

Unearthly Belief = 100 percent increase

Chapter 22: Powers

Where a Belief effect is listed as “per minute,” the effects are applied every second and are equivalent to the levels over the space of a minute.

INSANITY EFFECTS

Insanity powers increase a mortal’s Madness. Only those mortals with some Madness can be driven Insane: anyone with a Madness of zero can never be driven Insane, because Insanity effects increase Madness proportionally:

Light Insanity = 10 percent increase

Medium Insanity = 25 percent increase

Heavy Insanity = 50 percent increase

Extreme Insanity = 100 percent increase

Unearthly Insanity = 200 percent increase

If Madness exceeds Willpower, the mortal is considered Insane. Mad people are a useful way of expanding your scary influence in a haunting. Where an Insanity effect is listed as “per minute,” the effects are applied every second and are equivalent to the levels above over the space of a minute.

NOISE POWERS

Noise powers produce sound at a particular volume. Outside with no obstructions, these noises can be heard at the following ranges:

Light Volume = 10 meters

Medium Volume = 20 meters

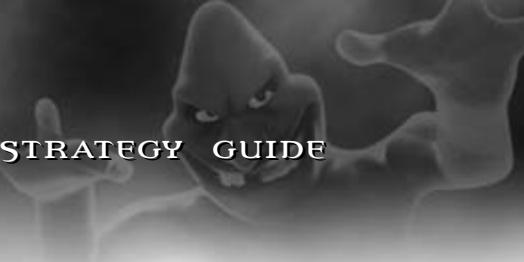
Heavy Volume = 40 meters

Extreme Volume = 80 meters

Unearthly Volume = 160 meters

Each wall or obstruction drops the effective range by 10 meters. Most Calm mortals investigate an unusual noise.

Additionally, some Noise powers attract mortals better than others. These powers are described as causing Curiosity. The chance of a mortal investigating a Curious noise varies according to how scared the mortal is.



SPECIAL EFFECTS

In addition to basic Horror, Belief, and Insanity effects, many powers have additional effects:

- Faint causes a mortal to pass out and lowers a mortal's Willpower attribute by 20 percent. He remains unconscious for longer if he has a low Willpower.
- Freeze lowers a mortal's Willpower attribute by five percent; she remains unable to move for up to 10 seconds. High Willpower levels decrease the time the mortal cannot move, and mortals with a high Willpower are frozen for about five seconds.
- Paralysis freezes the mortal to the spot for up to 30 seconds. Willpower decreases the effectiveness of paralysis, and mortals with a high Willpower are paralyzed for about 10 seconds.
- Sleep renders a mortal unconscious.
- Uneasy improves the effectiveness of the next effect to influence the mortal. Horror and Insanity effects are 50 percent more effective, while Belief effects are about 10 percent more effective.

Recharge Times

The time it takes a power to recharge is as follows:

Recharge	Meaning
Continuous	Power operates continuously when switched on
Very Fast	Power recharges in 15 seconds
Fast	Power recharges in 30 seconds
Medium	Power recharges in 60 seconds
Slow	Power recharges in 90 seconds
Very Slow	Power recharges in 2 1/2 minutes
Extremely Slow	Power recharges in 5 minutes

Chapter 22: Powers

Haunter Powers

NOTE: > means greater than, < means less than.

Power	Type	Target	Description	Band	Recharge
Abhorrent Aspect	Vessel	Vessel	The Vessel fully exposes its gruesome true form. <i>Causes Heavy Normal Horror, Heavy Belief, and a 20 percent chance of causing Medium Insanity.</i>	10	Very Slow
Arboreal Prison	Nature	Mortal	Traps a mortal briefly with foliage. <i>Causes Light Belief; Rattled or Terrified mortals (and those with a Fear of Trapped) suffer Medium Trapped Horror.</i>	6	Fast
Aura Reading	Emotion	Group	Reveals the Conscious Fears of a group of mortals. <i>Makes all the mortals' Conscious Fears known.</i>	6	Medium
Bitter Cold	Cold	Area	A chill atmosphere pervades... <i>Temperature -1 (falls by 1)</i>	1	Continuous
Blackout	Electrical	Haunting	The power goes out everywhere for a while. <i>Blows all fuses in the haunting.</i>	6	Very Slow
Blow Fuse	Electrical	All Electrical	The power goes out in the haunter's location for a while. <i>Blows all fuses for the current location (lights and generator).</i>	3	Slow
Bonfire	Heat	Area	Fire seems to dance throughout the area. <i>All mortals present suffer Medium Fire Horror and become Uneasy. This phantasmal fire cannot hurt living creatures, but some materials may catch alight.</i>	5	Slow
Brief Scare	Pursuit	Mortal	The ghost surges toward a mortal, as if it is about chase him. <i>Affected mortal suffers Light Hunted Horror.</i>	2	Fast
Buried Alive	Ground	Mortal	One hapless mortal becomes buried alive with utterly terrifying results. <i>Affected mortal suffers Extreme Trapped Horror. All mortals present suffer Medium Hunted Horror and Medium Belief.</i>	10	Extremely Slow
Cacophony	Noise	Area	A deafening, terrifying medley of horrifying sounds. <i>All mortals with Madness 30+ or Belief 50+ who hear the cacophony suffer Extreme Noise Horror. Other mortals suffer Medium Noise Horror. All mortals affected leave the area. Produces sound at an Extreme Volume.</i>	9	Slow
Charm	Mischief	Mortal	Makes a mortal lucky. Although it's not scary, it helps raise the mortal's Belief in psychic phenomena. <i>Anyone Charmed experiences Medium Belief whenever she experiences the effects of being Charmed. Charmed mortals find what they are looking for faster and have good luck in games involving chance. Becoming Jinxed cancels being Charmed; otherwise the effect lasts for 5-10 minutes. Charmed opponents are 25 percent faster at banishing ghosts.</i>	6	Very Slow
Chase	Pursuit	Mortal	The ghost pursues a mortal briefly. <i>The mortal suffers Medium Hunted Horror and Light Belief.</i>	6	Medium
Choking Odor	Stench	Area	Creates a foul cloud of unpleasant air. <i>Any affected mortal who has a Fear of Unclean will Faint, all other mortals leave the area immediately and don't re-enter until the stench has ceased.</i>	6	Medium
Clone	Mirror	Mortal	Allows a Fetch to copy a mortal's reflection, becoming a Vessel that looks and acts like the mortal copied. <i>Transforms the Fetch into a Vessel that's a copy of the targeted mortal. The form of the Vessel is fixed—it cannot take a new form without returning to a mirror. Anyone witnessing the Clone emerge from the mirror suffers Heavy Belief and Medium Normal Horror.</i>	7	Continuous
Creepers	Nature	Area	Tendrils reach up menacingly from the ground. <i>Mortals witnessing the roots suffer Light Normal Horror and Uneasy.</i>	3	Medium
Cut Lights	Electrical	Area	Turns off the lights. <i>Turns off the lights; fuses not affected. If used in the location with the fuse box, turns out all lights. However, does not affect fuses, i.e., lights can be turned back on.</i>	1	Very Fast
Danse Macabre	Possession	Group	Possesses all the mortals around the ghost in a perverse puppet show. <i>Affected mortals are immune to haunting effects during the possession but suffer Heavy Insanity and Extreme Belief when released.</i>	9	Extremely Slow

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Power	Type	Target	Description	Band	Recharge
Deadly Pursuit	Pursuit	Mortal	The haunter pursues its prey with fiendish intensity. <i>Affected mortal suffers repeated (2-5) Heavy Hunted Horror and Medium Insanity. Also suffers Medium Belief at the start of the chase.</i>	10	Extremely Slow
Delusion	Madness	Mortal	Messes with a mortal's mind, and may cause her to become interested in the haunter's fetter. <i>Mortal suffers Medium Insanity and Light Belief with a 40 percent chance of mortal investigating the haunter's fetter.</i>	4	Fast
Dense Swarm	Swarm	Area	Creates a medium-sized swarm of creatures. <i>Anyone witnessing the swarm suffers Medium Horror of the flavor of the Horde in question.</i>	4	Slow
Distant Thunder	Noise/Rain	Area/Outside	A distant peal of thunder. <i>Causes Light Storm Horror in mortals with a Fear of Storm and makes all other mortals present Uneasy. If it's used outside, affected mortals try to go inside. Produces sound at a Heavy Volume.</i>	2	Medium
Dominate	Possession	Mortal	Allows a haunter to take control of a mortal's body briefly. <i>The person dominated suffers Medium Insanity and Heavy Belief and all observers become Uneasy.</i>	5	Very Slow
Dread	Fear	Group	Causes mortals to feel quite afraid. <i>Affected mortals suffer Medium Normal Horror.</i>	4	Medium
Dream Demon	Dream	Sleeping/fainted Mortal	Uses what is known of a sleeping mortal's Fears to create terrifying nightmares. <i>Causes Heavy Horror of a certain flavor and Medium Belief. If none of the mortal's Fears are known, it causes Normal Horror; if at least one of the mortal's Conscious Fears is known, it causes Horror of this flavor, but if the mortal's Subconscious Fear is known, it causes Horror of that flavor (hence causes x1, x2 or x3 Horror according to how much is known of the mortal's Fears).</i>	8	Very Slow
Dreamthief	Dream	Sleeping/fainted Mortal	Learn the details of a sleeping mortal's Subconscious Fear, making it known. <i>Reveals a sleeping mortal's Conscious and Subconscious Fears.</i>	3	Slow
Ethereal Gift	Vessel	Special	Creates an irresistible illusionary present that acts as a fetter for one ghost. <i>Creates a corporeal manifestation of a present that lasts as long as the power takes to recharge. This fully functioning fetter can have a single haunter bound to it.</i> <i>Mortals and vessels automatically pick up these gifts (first come, first served). When a ghost bound to the gift uses powers, the box shakes and the mortal drops it. If she isn't scared away by the power use, she will pick it up again. Otherwise, the next mortal can then pick it up.</i>	4	Extremely Slow
Expose Fears	Emotion	Group	Reveals all the Fears of every mortal present, including their Subconscious Fears. <i>Reveals all of the Fears (Conscious and Subconscious) of the affected mortals.</i>	10	Slow
Fascinate	Attraction	Haunting	Mortals develop a strong interest with the haunter's fetter. More effective on nearby mortals. <i>Draws in up to five mortals from the same floor or nearby area.</i> <i>Automatically draws in mortals carrying a Gift. Any mortals in the same room as the haunter when the power is triggered suffer Light Insanity.</i>	5	Slow
Flood	Flow	Area	Floods the area temporarily with water. <i>Any mortal present suffers Heavy Water Horror and Light Belief.</i> <i>Area = Flooded (see "Weather Effects").</i>	8	Very Slow
Flower Power	Nature	Area	Unnerves mortals with phantom flora. <i>All mortals in the area become Uneasy.</i>	1	Fast
Fluster	Emotion/Madness	Mortal	Puts a mortal on edge... <i>Makes mortal Uneasy.</i>	1	Very Fast

Chapter 22: Powers

Power	Type	Target	Description	Band	Recharge
Fog	Rain	Area	A damp fog hangs in the air. Causes <i>Light/minute Darkness Horror</i> in mortals with a <i>Fear of Darkness</i> .	1	Continuous
Fool's Errand	Mischief	Mortal	Confuses a mortal into hunting around random fetters for something that isn't there... <i>Sends a mortal searching around a random fetter.</i>	1	Slow
Footsteps	Noise	Area	The victim seems to be being followed... <i>Affected mortals become Uneasy and leave the area. Cannot affect mortals with Belief < 50.</i>	1	Very Fast
Fright	Fear	Group	Mortals present experience slight terror. <i>Causes Light Normal Horror.</i>	2	Fast
Frostbite	Cold	Area	An arctic frost chills the area. <i>Temperature -4 (falls by 4).</i>	10	Continuous
Frozen Stiff	Cold	Group	Freezes every mortal present into ice blocks. <i>Mortals Freeze, suffer Medium Normal Horror, Medium Belief, and are Paralyzed. Anyone seeing frozen mortals suffers Light Belief.</i>	8	Very Slow
Gather Winds	Wind	Area	Raises the force of the wind slightly. <i>Wind force rises by +1. This change is cumulative if an effect is in use that means wind force cannot fall, hence it is possible that Gather Winds can raises the wind speed above its usual limits, over time.</i>	2	Fast
Ghostly Apparition	Manifest	Group	Allows the ghost to manifest a phantom image of someone. <i>Causes the image of a random mortal to appear, causing Medium Normal Horror and Medium Belief.</i>	7	Slow
Gore	Flow	Area	Turns water into blood. <i>Any mortal present suffers Medium Blood Horror and Light Belief.</i>	6	Medium
Great Balls of Fire	Heat	Group	A huge ball of flame singes any mortals in its path. <i>Mortals suffer Heavy Fire Horror and have a 20 percent chance of Fainting.</i>	8	Slow
Gushing Blood	Flow	Area	Floods the area temporarily with blood—spectacular but Plasm expensive. <i>Any mortal present suffers Heavy Blood Horror and Medium Belief.</i>	9	Very Slow
Gusts	Wind	Area	Significantly raises the wind force, and prevents the wind from dying down. <i>Wind force rises by +2 for as long as the power is in effect. Wind force cannot fall while this power is in effect.</i>	4	Continuous
Hailstones	Rain	Area	Bombards the ground with hailstones. <i>Anyone with a Fear of Water suffers Medium/minute Water horror if in the hail. Also causes +2 points of Structural damage.</i>	4	Continuous
Haunted Hail	Rain	Area	Causes bizarre things to fall from the sky. <i>Causes a rain of unusual objects, causing Medium Belief. Also causes +3 points of Structural damage.</i>	7	Very Slow
Hidden Maze	Attraction	Haunting	Certain doors in the house may lead directly to the location of the haunter's fetter. <i>Changes the connectivity of the rooms in the house like a mini-maze. Each minute, a random door is selected that leads to the haunter's location. Mortals passing through this door suffer either Light Insanity (if Madness higher than Terror) or Light Horror.</i>	3	Continuous
Hide & Seek	Pursuit	Mortal	The haunter surprises the mortal a handful of times. <i>Affected mortal suffers Light Hunted Horror and Light Belief. Mortals with Belief 50+ may suffer additional Light Hunted Horror hits (50% chance of each additional hit, maximum five hits) as the ghost hounds them.</i>	4	Slow
Howl	Noise	Area	Intermittent howls in the night. <i>Causes Light Hunted Horror in mortals who hear it (and affected mortals leave the area), but cannot affect mortals with Belief < 50. Produces sound at a Medium Volume.</i>	3	Fast
Human Torch	Heat	Mortal	Turns a hapless mortal into a fireball. <i>Causes Medium Fire Horror and a 20 percent chance of Fainting.</i>	6	Fast
Hypnotic Image	Manifest	Area	An irresistible hypnotic manifestation. <i>Draws in mortals (and causes Light Belief) for mortals who have a line of sight on the hypnotic image. Additionally, mortals are immune to Terror effects while this power is affecting them. This power can only be learned by Wisps.</i>	5	Slow



Power	Type	Target	Description	Band	Recharge
Ice Breath	Cold	Area	Suddenly, it's incredibly cold. <i>Temperature -2 (falls by 2).</i>	4	Continuous
Icy Touch	Cold	Mortal	Freezes a mortal in a block of ice. <i>Mortal Freezes and suffers Light Normal Horror and Light Belief and is Paralyzed. Anyone seeing the frozen mortal suffers Light Belief.</i>	6	Slow
Inferno	Heat	Area	The area becomes devilishly hot. <i>Temperature +4 (rises by 4).</i>	7	Continuous
Insane Invitation	Noise	Haunting	A distant voice calls softly to a mentally unhinged mortal, drawing him closer. <i>This power affects all mortals with Madness > 5. It draws these mortals in from the same floor (or equivalent area). Produces sound at a Heavy Volume.</i>	4	Medium
Intrigue	Attraction	Haunting	Nearby mortals become interested in the haunter's fetter. <i>Draws in up to three mortals from haunter's current location and adjacent locations.</i>	2	Slow
Jinx	Mischief	Mortal	Gives a mortal bad luck temporarily. <i>Anyone Jinxed experiences Light Belief and suffers Light Normal Horror whenever he experiences the effects of being Jinxed. Jinxed mortals may receive an electric shock when they switch lights or operate electrical equipment, are likely to drop objects they carry, always lose in games involving chance, and also take longer to find things they are searching for. Becoming Charmed cancels being Jinxed; otherwise the effect lasts for 5-10 minutes. Jinxed opponents take 25 percent longer to banish a ghost.</i>	5	Very Slow
Kinesis	Telekinetic	Area	The ghost uses its telekinetic powers to throw objects. <i>Any mortal witnessing the flying objects suffers Medium Normal Horror and Medium Belief. Causes +2 points of Structural damage to the objects thrown (or anything hit).</i>	6	Medium
Laughter	Noise	Area	Insane laughter can be heard. <i>If Belief > 50, causes Medium Insanity and mortal leaves the area. Produces a sound at a Medium Volume that can cause Curiosity in mortals in neighboring locations.</i>	3	Slow
Leak	Flow/ Ground	Area	Causes an unexpected flow of water. <i>Any mortal with a Fear of Water suffers Medium/minute Water Horror. This power is chiefly used to draw attention to particular areas.</i>	3	Fast
Legion	Swarm	Area	Creates a huge swarm of creatures. <i>Anyone witnessing the giant swarm suffers Heavy Horror of the flavor of the Horde in question.</i>	6	Very Slow
Lingering Smell	Stench	Area	A faintly disturbing aroma lingers in the air. <i>Makes all mortals with Belief 50+ or a Fear of Unclean Uneasy. Mortals in adjacent areas have 10 percent chance to investigate source each minute.</i>	1	Fast
Loathsome Aspect	Vessel	Vessel	The Vessel briefly reveals its hideous true form. <i>All mortals present suffer Heavy Normal Horror and Medium Belief and have a 20 percent chance of suffering Light Insanity.</i>	8	Slow
Luckstorm	Mischief	Haunting	Strange luck affects every mortal. <i>Every mortal in the scenario becomes either Charmed (25 percent of affected mortals), Jinxed (50 percent of affected mortals), or is unaffected.</i>	8	Very Slow
Macabre Reflection	Mirror	Group	Causes the mortal to see himself as a hideously twisted monster. <i>When seen by any mortal, causes Heavy Normal Horror plus Light Belief and Light Insanity.</i>	6	Medium
Mania	Madness	Mortal	Drives a mortal toward madness, and may cause her to investigate the haunter's fetter. <i>Mortal suffers Heavy Insanity and Light Belief and has a 70 percent chance of investigating the haunter's fetter.</i>	5	Slow

Chapter 22: Powers

Power	Type	Target	Description	Band	Recharge
Moan	Noise	Area	A distant moaning. Twenty percent chance of Light Noise Horror in all mortals in the area. <i>Produces sound at a Light Volume.</i>	1	Fast
Nausea	Stench	Area	Produces an odor so disgusting that few mortals can bear it. <i>Affected mortals suffer Heavy Unclean Horror, and have a 20 percent chance of Fainting (mortals with a Fear of Unclean automatically Faint); all other mortals leave the area immediately and won't re-enter until the odor has ceased.</i>	9	Slow
Numb	Fear	Mortal	A hapless mortal goes numb with fear. <i>Causes Medium Normal Horror and Freeze.</i>	5	Fast
Obsession	Attraction	Haunting	Causes all mortals to develop an unhealthy attraction to a haunter's fetter, but it's more effective on closer mortals. <i>Draws in up to seven mortals from the entire haunting. Automatically draws in mortals carrying a Gift. Any mortals in the same room as the haunter when the power is triggered suffer Medium Insanity.</i>	7	Very Slow
Paralyze	Fear	Mortal	Paralyzes a mortal so she cannot move. <i>Paralyzes mortal and causes Medium Trapped Horror and Light Belief.</i>	7	Slow
Phobia	Fear/ Madness	Mortal	Causes a mortal to suffer from a new Fear. <i>Mortal acquires Phobia and suffers Light Insanity. The Phobia is a new Fear for that mortal, dependent on the nature of the haunter taught the Phobia power (for example, Phobia: Storm, Phobia: Electrical).</i>	7	Medium
Piping	Noise	Area	An eerie piping sound... <i>Causes Medium Noise Horror in mortals who hear it (and affected mortals leave the area), but affects only mortals with a Belief 50+. Produces sound at a Medium Volume that can cause Curiosity in mortals in neighboring locations.</i>	4	Fast
Possess	Possession	Mortal	Allows a ghost to inhabit mortal bodies. This power may be used to roam. Haunter possesses a mortal's body indefinitely. The person possessed is immune to haunting effects during the possession but suffers Light/minute Belief during the possession. All observers become Uneasy. If Possess is discontinued (e.g. if the Plasm Band drops below 7) the haunter is benched.	7	Continuous
Psychotic Rage	Madness	Mortal	Mortal suffers extreme madness and becomes angry. <i>Mortal suffers Extreme Insanity and becomes angry, making him less likely to form groups.</i>	9	Medium
Quake	Ground	Area	An earthquake shakes the ground destructively. <i>All mortals present suffer Medium Normal Horror and become Uneasy. Additionally causes +4 points of Structural damage in the same area and + 1 point of Structural damage throughout the haunting.</i>	7	Slow
Queasy	Stench	Mortal	Makes a mortal sick to her stomach. <i>The affected mortal suffers Medium Unclean Horror, and has a 20 percent chance of suffering Freeze.</i>	5	Fast
Rain	Rain	Area	Causes rain to fall. <i>Area = Raining (replaces Wet; see "Weather Effects"). Anyone with a Fear of Water suffers Light/minute Water Horror if out in the rain.</i>	3	Continuous
Rattle Chains	Noise	Area	The sound of rattling chains. <i>Causes Light Noise Horror in mortals who are Uneasy or Paralyzed. Produces sound at a Medium Volume that can cause Curiosity in mortals in neighboring locations.</i>	2	Very Fast
Roast	Heat	Area	An unnatural warmth. <i>Temperature +2 (rises by 2).</i>	3	Continuous
Scared to Death	Fear	Mortal	A single mortal becomes so afraid that she faints. <i>Mortal suffers Heavy Normal Horror and Faints.</i>	8	Very Slow



Power	Type	Target	Description	Band	Recharge
Scattered Swarm	Swarm	Area	Creates a small swarm of creatures. <i>Creates small swarm of appropriate creatures. Anyone witnessing the swarm suffers Light Horror of the flavor of the Horde in question.</i>	2	Medium
Sleeping Blood	Flow	Area	A gruesome flow of blood. <i>Causes Medium Blood Horror and Medium Belief.</i>	7	Slow
Shapeshifter	Vessel	Vessel/ Special	Allows a Trickster to copy different forms, becoming a Vessel that looks and acts like the mortals copied. <i>This creates a Vessel for the Trickster by copying someone. Any mortal witnessing the change suffers Heavy Belief.</i>	7	Continuous
Shattered Nerves	Emotion/ Madness	Group	Makes a group of mortals apprehensive. <i>Makes all mortals in the area Uneasy.</i>	2	Very Slow
Shattering Song	Noise	Area	An unpleasant, high-pitched noise that can break glass. <i>Causes Medium Noise Horror, +4 points of Glass damage, and drives mortals from the area. Produces sound at a Medium Volume.</i>	8	Medium
Shriek	Noise	Haunting/ Area	A single piercing shriek, using the voice of one of the mortals in the nearby area. <i>Produces sound at an Unearthly Volume and can cause Curiosity in mortals anywhere in the haunting. Additionally, mortals in the nearby area have a 20 percent chance of suffering Light Noise Horror.</i>	5	Very Slow
Siren Song	Noise	Area	The seductive song of the siren draws all to its sound. <i>Automatically draws in mortals within earshot; the sound may also attract other mortals if they are sufficiently curious (produces sound at a Medium Volume).</i>	8	Slow
Sleep	Dream	Mortal	Puts a mortal to sleep. <i>Sleep.</i>	5	Fast
Sleepwalk	Dream	Mortal	Causes a mortal to Sleepwalk, making him oblivious to ghosts. Sandmen may use this to roam. <i>Mortal is put to Sleep but still behaves as a normal mortal—she is not aware of any haunter activity and is immune to haunter effects while she is Sleepwalking. Opponents who are Sleepwalking do not notice haunters and therefore are unable to affect them. When using this power, Sandmen are considered to be fettered to the mortal (like a Poltergeist fettered to a child) and can therefore roam with the mortal that is Sleepwalking.</i>	7	Continuous
Slow	Ground	Group	Prevents mortals from running away too quickly, leaving them feeling trapped. <i>All mortals present suffer Light Trapped Horror and Light Belief, but only if they try to run away.</i>	5	Continuous
Spark	Electrical	Fetter	Causes sparks to fly from the haunter's fetter. <i>All mortals present suffer Light Electrical Horror. Causes +1 point of Machine damage to fragile objects.</i>	2	Slow
Spark Storm	Electrical	Area	Sparks fly from every electrical appliance. <i>All mortals in area suffer Medium Electrical Horror and become Uneasy. Causes +2 points of Machine damage to fragile objects.</i>	6	Very Slow
Spooky Stack	Telekinetic	Area	All present objects become stacked precariously on top of each other. <i>Any mortals witnessing the erection will suffer Heavy Belief.</i>	7	Very Slow
Spooky Surprise	Manifest	Group	The ghost reveals itself in a shocking and unexpected manifestation. <i>Causes Medium Normal Horror and Light Belief in anyone who sees the manifestation.</i>	6	Fast
Stink	Stench	Area	The haunter produces a rank, unpleasant odor. <i>All mortals with Belief 50+ or Fear of Unclean suffer Light/minute Unclean Horror and leave the area immediately. Mortals in adjacent areas have a 25 percent chance to investigate source each minute.</i>	2	Fast

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Power	Type	Target	Description	Band	Recharge
Strange Behavior	Electrical	Fetter	Affects the haunter's fetter, causing it to malfunction. <i>Causes Light Belief and Uneasy. Causes +1 point of Machine damage.</i>	4	Medium
Strange Vision	Manifest	Group	Allows the ghost to be seen very briefly. <i>Causes Light Normal Horror in anyone who sees the manifestation.</i>	3	Very Fast
Surge	Electrical	All Electrical	A massive power surge causes malfunctions, electrocutions, and blown fuses. <i>All mortals in area suffer Heavy Electrical Horror from the shock.</i> <i>Causes +4 points of Machine damage to fragile objects and blows all fuses in the haunter's location.</i>	8	Very Slow
Suspicious Stench	Stench	Area	An intriguing, faintly disturbing smell. <i>All mortals with Belief 50+ or Fear of Unclean suffer Light/minute Unclean Horror. This power is chiefly used to draw attention to particular areas, and nearby mortals have a 75 percent chance to investigate source each minute.</i>	3	Medium
Swallow	Ground	Mortal	Causes a mortal to be swallowed up by the ground. <i>Mortal is Paralyzed and suffers Heavy Trapped Horror and Medium Insanity. All mortals present suffer Light Hunted Horror and Medium Belief.</i>	8	Very Slow
Swarm Strike	Swarm	Swarm/ Mortal	Causes a Swarm to attack a mortal. <i>Creates an attacking swarm that causes Light Insanity and Medium Hunted Horror.</i>	5	Slow
Sweat	Heat	Area	Suddenly it seems a little warm... <i>Temperature +1 (rises by 1).</i>	1	Continuous
Taste Aura	Emotion	Mortal	Reveals a mortal's Conscious Fears. <i>Makes the mortal's Conscious Fear known.</i>	4	Fast
Tempest	Wind	Area	Dramatically raises the force of the wind, and prevents it from dying down. <i>Wind force rises by +3 for as long as the power is in effect. Wind force cannot fall while this power is in effect.</i>	5	Continuous
Terror Incarnate	Manifest	Group	Allows the ghost to appear in its full, frightening grandeur. <i>Causes Heavy Normal Horror and Light Belief in anyone witnessing the manifestation.</i>	8	Fast
Terrorize	Fear	Group	Mortals present become terrified. <i>Causes Heavy Normal Horror.</i>	6	Slow
Thing in the Mirror	Mirror	Mirror	Causes a horrific abomination to be seen in the mirror. <i>When seen by any mortal, causes Medium Normal Horror and Light Belief.</i>	4	Very Fast
Thunderclap	Noise/Rain	Area/Outside	A sudden crack of thunder. <i>Causes Light Storm Horror; mortals who are Terrified run away from their current location. If it's used outside, affected mortals go inside—if possible. Produces sound at a Extreme Volume.</i>	5	Medium
TK Storm	Telekinetic	Area	Everything that isn't nailed down flies around the room. <i>Any mortal witnessing this suffers Heavy Normal Horror and Heavy Belief. Causes +3 points of Structural damage to the objects when dropped at the end (and to anything they drop upon).</i>	9	Slow
Trap	Ground	Mortal	Freezes a mortal's muscles so he cannot move. <i>Mortal is Paralyzed and suffers Medium Trapped Horror and Freeze. All mortals present suffer Light Belief.</i>	6	Slow
Tremor	Ground/ Telekinetic	Area	Causes a minor earthquake; the ground shakes briefly and then subsides. <i>Causes Light Normal Horror and +1 point of Structural damage in the area hit.</i>	2	Very Slow
Trojan Gift	Vessel	Special	Creates an irresistible illusionary present that acts as a fetter for up to four ghosts. <i>As Ethereal Gift, but the present may hold up to four haunters.</i>	9	Extremely Slow
Twist Reflection	Mirror	Group	Alters a person's reflection slightly, unnerving her. <i>When seen by any mortal, causes Light Normal Horror and makes mortal Uneasy.</i>	3	Fast
Twisted Vines	Nature	Area	Threatening vines grow on the walls. <i>Any mortal who passes through the area where the vines are growing experiences Light Normal Horror and Light Belief.</i>	4	Medium
Twister	Telekinetic	Mortal	A popular party game among ghosts, also known as "Spin the Mortal." <i>Causes Heavy Normal Horror and Medium Belief.</i>	8	Medium



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Power	Type	Target	Description	Band	Recharge
Typhoon	Wind	Outside Area	Severely raises the force of the wind, and prevents it from dying down. <i>Wind force rises by +5 for as long as the power is in effect. Wind force cannot fall while this power is in effect.</i>	9	Continuous
Uncover Fear	Dream	Sleeping/fainted Mortal	Learn the details of a sleeping mortal's Subconscious Fears, making them known. <i>Reveals a sleeping mortal's Subconscious Fear.</i>	1	Slow
Unearthly Calm	Emotion	Group	Creates the illusion of quiet, preventing mortals from fleeing, as well as Calming them. <i>For one minute, the affected mortals cannot Scream or Flee, and they Calm at a faster rate (equivalent to an additional 25 percent reduction of Terror over the minute). Furthermore, they are immune to Terror effects for the duration of the effect (but Belief and Madness powers still affect them). A mortal opponent who is hit with this effect is also incapable (strictly speaking, unwilling) to attack a ghost in any way. The super-calm effect therefore temporarily disables opposition (e.g Priest, Ghostbreaker) by making them no longer care about what is going on around them.</i>	8	Medium
Voice on the Wind	Noise	Haunting	These ghostly voices play on the known Fears of the already unhinged, driving them insane. <i>Any mortal who has Madness 5 or more suffers effects according to what is known about his Fears. If nothing is known, makes him Uneasy. If a Conscious Fear is known, causes Light Insanity. If a Subconscious Fear is known, causes Medium Insanity. Produces sound at a Heavy Volume.</i>	9	Extremely Slow
Wail	Noise	Area	An eerie lamentation that causes Madness in unsettled mortals. <i>Any Uneasy mortal who hears the wail suffers a Light Insanity (and remains Uneasy). Produces sound at a Medium Volume that can cause Curiosity in mortals in neighboring locations.</i>	6	Fast
Whisper	Noise	Area	A whispering voice that may drive mortals mad, especially if they fear noises. <i>If a mortal's Conscious or Subconscious Fears are not known, it has a 20 percent chance of causing Light Insanity. If the mortal has a known (revealed) Conscious or Subconscious Fear of Noise, the power automatically causes Medium Noise Horror and Medium Insanity. Anyone who takes a hit (Horror or Madness) leaves the area. Produces sound at a Medium Volume.</i>	7	Very Fast
Wild & Crazy	Electrical	Area	Every device in the area malfunctions. <i>All mortals present suffer Medium Belief and Light Normal Horror. Causes +2 points Machine Damage.</i>	7	Slow
Wild Geese	Mischief	Group	Sends a group of mortals on a wild goose chase. <i>As Fool's Errand, above, but affects a group.</i>	3	Slow

Chapter 22: Powers

WEATHER EFFECTS

Weather	Condition	Description
Calm	Wind Force = 0-1	No effect
Breezy	Wind force = 2-3	Candles are blown out.
Windy	Wind force = 4-5	Anyone with a Fear of Storms becomes Uneasy. Fires are blown out. Causes +1 SP Glass Damage.
Gale	Wind force = 6-7	Causes +1 SP Structural damage.
Hurricane	Wind force = 8+	Causes +3 SP Structural damage.
Freezing Cold	Temperature = -4 or -5	Mortals suffer Freeze/minute when exposed to the cold. Causes +1 SP Machine damage.
Ice Cold	Temperature = -3	Mortals are Uneasy when exposed to the cold. Causes +1 SP Machine damage
Cold	Temperature = -2	Causes +1 SP Machine damage
Temperate	Temperature = -1 or 0	No effect
Warm	Temperature = +1	Causes +1 SP Machine damage
Very Warm	Temperature = +2 or 3	Mortals become Uneasy when first exposed to the warmth; causes +1 SP Machine damage
Hot	Temperature = +4 or +5	Causes +1 SP Machine damage; mortals may faint (0.37 percent per second); mortals with a Fear of Fire suffer Light/minute Fire Horror.
Raining	Raining	Causes +2 SP Machine damage
Flooded	Flooded	Causes +3 SP Machine damage.
Storm	Raining + Wind Force >= 3	Anyone with a Fear of Storm who is exposed becomes Uneasy and if they are Calm suffer Light/Minute Storm Horror for as long as they are exposed. Causes Damage as per Raining and Windy (i.e. +2 SP Machine Damage and +1 SP Glass Damage)
Thunderstorm	Raining + Wind Force >= 5	Anyone exposed to the storm becomes Uneasy and if they are Calm suffer Medium/minute Storm Horror for as long as they are exposed. Mortals with a Fear of Storms suffer effects if they are Calm or Rattled. Lightning may strike certain features in a thunderstorm. This causes 4 SP Structural Damage and may have other effects, depending on what is struck. Basic effects cause Damage as per Raining and the appropriate Wind Force (i.e. +2 SP Machine Damage and Windy, Gale or Hurricane damage)
Snow	Raining + Temperature = -3 or less	Anyone exposed to the snow suffers Freeze/minute.
Blizzard	Raining + Temperature = -3 or less +Wind Force >= 3	Anyone exposed to the blizzard suffers Freeze/minute and if they are Calm suffer Light/minute Storm Horror for as long as they are exposed. Mortals with a Fear of Storms suffer effects if they are Calm or Rattled. Basic effects cause Damage as per appropriate Wind Force (i.e. Windy, Gale or Hurricane damage).
Weather Inside	Weather effects take place inside	Anyone seeing the following weather conditions inside experience the following Belief effects: <ul style="list-style-type: none">• Fog or Windy (Light/minute Belief)• Rain, Snow, Storm, or Gale (Medium/minute Belief)• Thunderstorm, Blizzard, or Hurricane (Heavy/minute Belief)



Chapter 23: Orders

The following table lists all the orders that a ghost may be given, and the training levels at which they gain the ability to use that order.

Level of Training	Instruction	Positive Conditions	Negative Conditions
0: Wild	Use only the power at your current power band	None	None
1: Untrained	Only use powers if mortals present	None	None
	Pick on MORTAL	None	None
	Pick on TYPE	None	None
2: House-broken	Do not use any of your powers...	...when mortals present ...if several mortals present ...if MORTAL present ...until HAUNTER uses POWER	...if no mortals present ...unless several mortals present ...unless MORTAL is present
	Do not use POWER...	...ever	—
	Only copy MORTAL*	—	—
	Only copy TYPE*	—	—
3: Domesticated	Do not use POWER...	...ever ...until HAUNTER uses POWER ...if MORTAL present	... unless MORTAL is present
	You may roam at will	—	—
4: Trained	Use POWER...	...as often as possible ...when someone screams ...when someone present faints or falls asleep ...when MORTAL enters ...when MORTAL leaves ...when MORTAL screams ...when MORTAL flees ...when HAUNTER uses POWER ...when weather is VALUE	—
	You may roam...	...at will ...to chase MORTAL ...when HAUNTER uses POWER	...to avoid MORTAL ...when weather is VALUE

Term/Symbol	Definition
*	Tricksters and Fetches only
MORTAL	The name of a specific mortal relevant to the scenario.
TYPE	Refers to a type of mortal (e.g., adults, children, male, female).
HAUNTER	The name of a specific haunter.
POWER	The name of a specific power.
VALUE	A specific weather condition (e.g. Rain).

Note that "Only use powers if mortals present..." and "Do not use any of your powers...if no mortals present" are functionally equivalent. The latter just shows up your ghost's improved eye for complex grammar at a higher training level.

Chapter 24: **Plasm Physics**

The study of Plasm physics is a noble but much belittled practice. It is most often carried out by small, oily ghosts found in dark places, huddled around their astral mainframes and sometimes disparagingly referred to as faqqers. Nonetheless, it can be a rewarding pursuit for the mathematically minded, and one that can help improve one's performance in the field.

The Nature of Plasm

The most recent theory of Plasm is that it exists as a coherent disturbance of the astral phase space, equivalent to a plane of imaginary numbers at right angles to the normal, or an imaginary girlfriend. The state of Fear that many mortals find familiar generates Plasm by the very disruption of the normally flat astral space. This true Plasm, created by genuine Terror, is not the same as the Static Plasm produced by mortals on roller coaster rides, watching "scary movies," or seeing their hair in the mirror first thing in the morning.

THE UNIFIED PLASM EQUATION

The noted Plasm Physicist, Pholtis "Figgy" Newton, is credited with discovering the Unified Plasm Equation, after whom the standard unit of Plasm (the pholt) is named. Some theoretical Plasm physicists postulate that the Plasm Equation is not a constant relationship, but may change with time. Research in this area continues.

The available Raw Plasm that is produced by the Terror of nearby mortals— $P(F)$, where F is the mean Terror of mortals present—is equal to:

$$P(F) = F \times \left(\frac{100 - F}{2 + \frac{F}{3}} + \frac{F}{5} \right)$$

The Raw Plasm varies between zero and 2,000 pholts, and the Raw Plasm can never exceed 2,000 pholts. For safety reasons, however, no more than 1,200 pholts of Plasm are channeled from any one site.

Mortals who have fled a haunting produce Plasm for a short time after their departure, owing to the psychic residue of their terrified departure. This produces Plasm equivalent to a mortal who has 75 Terror. As a result, near the end of a haunting, Plasm tends to be around 1,000 pholts of Plasm.

Insane mortals generate Plasm as if they were a mortal with 75 Terror. When a mortal's sanity has fled, it's equivalent to his or her physical body having departed, as it is the consciousness (or soul) that generates Plasm, not the corporeal body.

Sample Plasm Values

Mean Terror	Raw Plasm (in Pholts)
0	0
1	43
5	135
10	189
15	227
20	265
25	306
30	355
40	477
50	634
60	829
70	1,063
80	1,336
90	1,648
100	2,000



MAXIMUM PLASM

Mortals produce only a certain amount of Plasm. In general, after the first 50 pholts, it gets increasingly harder to sustain Plasm from a mortal, and more than 100 pholts is not possible. Because of this, your maximum Plasm in any haunting will never be more than 100 times the number of mortals in the area (and never more than 1,200 because this is the most that's safe to channel).

Where there are fewer than 20 mortals, the maximum possible Plasm is less than the maximum Raw Plasm (2,000 pholts) and there is a falloff in the efficiency of Plasm above the threshold value of $50 \times$ (number of mortals). Pholtages up to

Chapter 24: Plasm Physics

the threshold are generated as normal, but Raw Plasm above the threshold pholtage is scaled by Humdinger's equation, which states that this "excess Plasm" is scaled by $(\text{Raw Plasm} - \text{threshold}) / (2,000 - \text{threshold})$.



NOTE

For practical purposes, you get $(50 \times \text{number of mortals})$ pholts of Plasm normally, and might push a certain amount over this, but never as high as $(100 \times \text{number of mortals})$.

Calculating Terror

Terror is measured in standard units known as Args, but "Terror" has become an accepted synonym for Args in most nontechnical publications. It has been known for some time that the amount of Terror mortals experience is proportional to the Raw Terror of the effect, their Belief, their Madness, and any Fears they suffer from.

The following calculation can be used to assess the size of a Terror hit:

1. Calculate the Raw Terror the mortal suffers:

Light Horror = 8

Medium Horror = 15

Heavy Horror = 35

Extreme Horror = 75

Unearthly Horror = 150

2. Multiply this amount by the appropriate Factor if the mortal has a Fear of the type of Horror effect being used, or has Fears that indicate a Vulnerability multiplier (see the table of Fears in the "Intermediate Guide to Haunting"). For example, a mortal with Unclean as a Conscious Fear suffers 30 Terror from a Medium Unclean Horror hit after Fear multipliers.

Subconscious Fears = x 3

Conscious Fears = x 2

Additional Vulnerabilities = x 1.52

Minor Strength = x 0.5

Major Strength = x 0.25



3. Multiply the Raw Terror by Belief as a decimal percentage (that is, Belief 50 = 0.5) and also by (1-Madness) as a decimal percentage.
4. The final figure is known as the Modified Terror.

Some special outcomes of a Terror hit are worth considering:

For mortals with Willpower < 75, when Modified Terror exceeds a quarter of their Willpower, they scream.

For mortals with Willpower < 50, a Modified Terror hit that exceeds half of their Willpower causes them to faint.

When the total Terror mortals have suffered exceeds Willpower, they flee (and if they do not, it takes almost nothing to drive them to flee after Terror is greater than Willpower).

Summary of Horror, Belief, and Insanity Effects

This table summarizes the outcomes of various common effects both under normal circumstances and when the mortal affected is Uneasy.

Degree of Effect	Belief	Belief (Uneasy)	Horror	Horror (Uneasy)	Insanity	Insanity (Uneasy)
Light	x 0.93	x 0.84	8	11	x 1.1	x 1.65
Medium	x 0.87	x 0.78	15	23	x 1.25	x 1.875
Heavy	x 0.75	x 0.675	35	53	x 1.5	x 2.25
Extreme	x 0.63	x 0.567	75	113	x 2	x 3
Unearthly	x 0.5	x 0.45	150	225	x 3	x 4.5

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Calming Effects

The following table shows the amount a mortal's Terror falls each second when he or she has not been recently haunted:

Calming

Time Since Haunter Effect	Mortal Alone	Mortal in Group
0–60 seconds	x 1.0	x 1.0
61–120 seconds	x 0.9998	x 0.9991
121–180 seconds	x 0.9991	x 0.9983
181–240 seconds	x 0.9986	x 0.9952
241–300 seconds	x 0.9983	x 0.9915
301+ seconds	x 0.9963	x 0.9885

Mortals calm down when they do not experience a negative effect for at least a minute (hence the x1 multiplier for the first minute). "Negative effects" are defined as:

- Experience Terror of any kind
- Experience Insanity of any kind
- Experience Belief of any kind
- Become Uneasy
- Are or become Jinxed

Notice that experiencing Belief, while not terrifying, does further undermine the mortal's sense of reality, hence the reason Belief hits suspend a mortal's calming.



CAUTION

If you read this entire chapter on Plasm Physics and understood it, you are a geek. Please report to the Department of Nerd Control for your next assignment.

